BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

DEC 1991
No 72
£2.20
With Fish Free Tape

LOVABLE LEMMINGS
The fur-balls with a death wish splat onto the Speccy. Read our Exclusive preview.



MUTANT MAYHEM

Exclusive review of Teenage Mutant Hero Turtles: The Coin-op

WHO'S BETTER? WHO'S BEST?

● Why has young **Seymour** packed his togs and gone to Hollywood? ● Just how hot is **'Cisco Heat**? ● Who the hell does **Hudson Hawk** think he is anyway? ● And, is **Bart Simpson** all washed up? ● Why not delve inside and find out!

Discovered at last! Listen, if you can read me then there's a tape missing from this 'ere magazine. So approach your newsagent and ask where they're hiding it. Oh, and another thing... cover me up, my i's hurt.

Get this kids; YS is back, we're kicking it loose with a funkadelic rap-attack. We've got games, reviews, compos and wibble, so climb on board and have a good nibble. You'd be a fool to miss it, so don't stand there and diss it. Slap some dosh in the newsagents hand and check out the best Speccy mag in the land.

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CONTENTS DEC • 72



Andy Hutchinson, the big Ed., wanted to be an inter-galactic trouble-shooter when this photo was taken.



Art Ed, Andy 'Street Hawk' Ounsted was all set for a life on the open road as a Hell's Angel. Along the way, something went tragically wrong!



James Leach, the YS Games Ed, knew at a tender age that the only life for him was floating around the solar system as an astronaut. Ho hum!



Linda Barker, our fab Staff Writer had a yearning to be a tightrope walker. All she wanted out of life was a frilly skirt and the thrill of danger. (So she came to *YS*!)



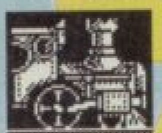
Maryanne Booth, the *YS* Art Assistant, decided early on that treading the boards as an actress was her life's ambition. Ah, the small of greasepaint!

Ahoy Spec-chums and welcome to the fabby December issue of *YS*. I made the team stay up really late to prepare a groovy feast of games, previews and news plucked from the Speccyverse. In our spare time we've been doing a spot of Christmas shopping! If you start early, you can pick up some real bargs. I, for instance, have just bought my brother a holographic fish-alarm clock-radio-fondue set! Anyway, on with the show and remember, kids: sheep can't knit tea-cosies! *Andy*

SIDE A — THE MAGNIFICENT 7



The world's favourite Speccy cover-tape is back! Appearing on fabby side A this month are: *Lemmings* (a real rodent riot), *Seymour Take 1* (oh, alrighty have three then) and (wet paint?) *Mined Out*. Sure thing, guv! But what's on the flip-side, man?



SIDE B



Aha, discovered at last. On this tempting, bijou and thoroughly modern side of the tape we've got: *Tai-Chi Tortoise* (jolly oriental skills ahoy), *War Of The Roses* (and not a bottle of Baby-bio in sight), *Aliens* (your outer-cosmos fiends) and the fantablious *Pokerama*. Turn to page four for more spiffy info and playing details!





33 *Hudson Hawk*

Totally surreal adventures in this game of the fish, erm... film.



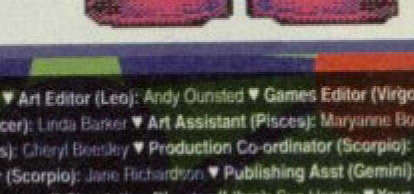


44 *Lemmings*

They're small, furry, lovable and as daft as a collection of Peruvian brushes!

41 *Seymour Goes To Hollywood*

Trans-atlantic jolly japes with Seymour the egg.



YOUR SINCLAIR

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But what we really want to know is... have you ever leapt into a bowl of trifle from 15 feet wearing nothing but a pair of slippers and a slightly bemused expression?

Future Publishing

YOUR SINCLAIR

THE MAGNIFICENT 7 No 9

It's too cold to venture outside, so just sit yourself in front of your Speccy and cuddle up to yet another warm 'n' cuddly Mag 7 tape. It's so cosy!



Cuteness ahoy! Save lots of silly bundles of fur and go 'ahh'! It's a demo of LEMMINGS on page 4.



It's spooky, spikey and slimey! It's the complete game of ALIENS on page 5. Eek!



Meet SEYMOUR in his own complete game on page 5.



Save the cheese! Check out the demo of T'AI CHI TORTOISE! It's on page 5.



MINED OUT is a complete game and it's on page 6. Warzone, ahoy!



Lance that boil! There's a demo of WAR OF THE ROSES on page 6. Chaarge!



Wild Jezebels aplenty in POKERAMA! Turn to page 6 for more details!

LEMMINGS

Psygnosis

PLAYABLE DEMO



It doesn't matter whether or not you can say their name, Psygnosis have produced an absolute corker of a game. (*Actually, it's pronounced fish-noses. Er, sick nosebleeds. Er... Oh I don't know. Good game though! Ed*)



Whee! This parachuting lark is a great larf! What a shame us humans are so big! (And what a shame lemmings are so stupid!)

Right, what you've got to do is help all the lemmings escape from each level. They drop down through a hatch and start walking around like the brainless idiots that they are. You can select any lemming by getting them in the cross-hair (which then changes into a square) and hitting N. The cross-hair then follows that bloke (or lemming, or whatever). What you do then is hit a key (from 3 to 0) to choose which function you'd like that lemming to perform, then hit M to carry it out.







The boxes at the bottom show (from l to r) slow down drop, speed up drop, weird icon, parachuter, exploder, blocker, climber, tunneller, driller, pause and destruct. Hit the keys 1 to 0 for activation.

(Take a look at the screenshot if you're not quite clear!) In these levels you can only choose one function, makingthings easier as it's the only one you'll need.

You've got to time these functions exactly right. If you set a tunneller going too early, he'll just dig into thin air and you'll have wasted his unique talents. Take a care, peeps. These are little furry lives you're mucking around with. They're very special!

A nice feature is that if you write down the level codes you can skip through the ones that you've done already when you play the game at a later date. But it's more fun to have another go at 'em.



One other thing – 48K Speccy owners can play *Lemmings* but they have to reload each level if they don't get past it. 128K owners need only load in the next level. Got it? Good.

And that's it really. You've got four levels to get through, but there are sixty in the full game. That means it'll take about a year to finish. Hopefully, there'll be a the full review next issue! So watch out for it!



What have those poor furry things done to deserve this? It looks like hell to us. Hope they remembered to bring their brollies!

CONTROLS

Joystick or keyboard

Left O
Right P
Up Q
Down A
Select lemming (when in crosshairs) N
Operate function M
Select different functions keys 3 to 0
Slow lemming release rate 1
Speed up the release rate 2

ALIENS

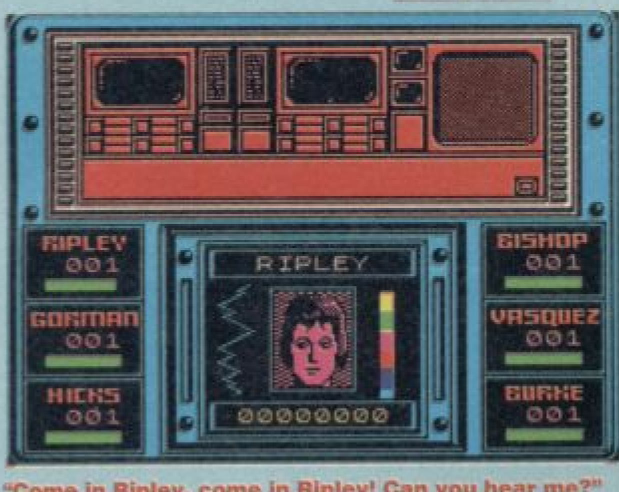
Electric Dreams

COMPLETE GAME



The bad news is that you're a whole team of US Space Marines trapped in a complex on a weird planet. The good news is that you've got Sigourney Weaver with you. She's a big lass, you see, and she's very heavily armed.

You play all the characters, and the idea is to wander around the station wiping out any aliens you find. Er, unless they wipe you out first. It's a spooky kind of hide and seek, with the nasties hiding in every crook and granny, er, nook and cranny.



"Come in Ripley, come in Ripley! Can you hear me?" Of course she blimmin' can't, she's only a pixilated pic on your Speccy screen. You eejit!

It works a tiny bit like this. Firstly you've got to get the crew out of their buggy. Hit the zero key and they'll all move to room 1. They can move around the base either by aiming at a door and hitting SPACE or by typing a number from one to nine. Then type in the compass direction you want to travel in. You should be able to move that number of rooms.

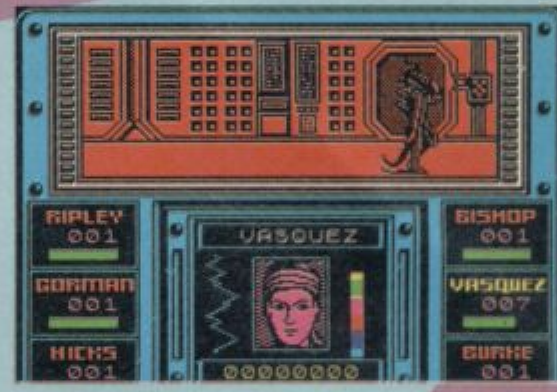


You've got a smart gun, it's got an IQ of 145 – it's that smart! *(Shut up! Ed)* But you've only got a limited amount of ammo, so don't shoot it off too soon!

The idea is to clear the entire complex of aliens, scoop the credits and raid the fridge full of ice-cream (actually I made that bit up. It's only got milk in it). The aliens attack in waves, so if you meet one be careful because there'll be more around! But whether you think it's better to keep your team together or split them up is a decision only you can take. Cor, the power, eh?



The Bio-functions monitor shows you what state everybody's in, so keep an eye out for people getting ill and stuff.



"It's Vasquez here. There's a nasty crocodile-like alien thing outside my bedroom door. Could you get that big Ripley girl down here to sort it out. I'll give her the skin for a handbag!"

Basically, get out there and get your trigger finger ready because there are a lot of nasties around just waiting to be trashed. You'll have to keep your eyes open and your shoes on!

CONTROLS

Joystick or cursor keys

Up 7
Down 6
Left 5
Right 8
Fire Gun 0
Pause P

Select crew members by hitting the first letter of their name. R for Ripley, G for Gorman, V for Vasquez and so on.

SEYMOUR: TAKE ONE



CodeMasters

COMPLETE MINI GAME



Guess what? The slug is back in town! Not content with giving you a review of *Seymour Goes To Hollywood*, we've got an exclusive Seymour game for you on the cassette! Spoiled, that's what you are. This Codies game won't ever be seen in the shops but it's definitely a full game in its own right and it's totally fabbalicious.

You control Seymour, who's making a movie. The idea is to collect everything you need, such as film, props and stuff, go to the location (as we film-buffs call it) and film a motion picture.



To get it right you'll need to do everything in the correct order. Oh, and you'll need to get your skates on – things start to happen rather quickly. Here's a tip from the top, movie-makers – the first thing to do is explore the whole studio.

Good luck and remember that old Hollywood proverb, "lights, camera, action!"



Choo-choo! This is our Seymour on the set of his new movie. Doesn't sound too nice, does it, Specchums? Terminate Her indeed!

CONTROLS

Keyboard or joystick

Cursor keys for direction
RETURN Pick-up/operate item

T'AI CHI TORTOISE



Zeppelin

PLAYABLE DEMO

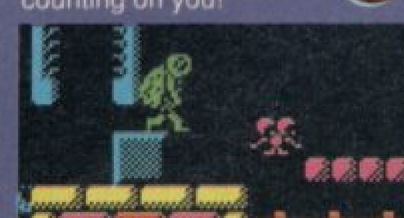
Why should those pesky Turtles have it all their own way? It's time someone gave them a taste of their own medicine. And T'ai Chi Tortoise is just the reptile to do it. He's strong, tough, mean and greenish.

A completely ridiculous baddie called Vincent Ratatouille has taken over.

What T'ai Chi Tortoise must do is go and find his Control Room. But first he's got to collect all the keys. Vince, being pretty sensible, has locked it to stop people like T'ai Chi Tortoise getting in.

The keys are dotted around the screens, as are other useful items. The little tortoise won't be able to get through all the screens if he doesn't use some of the items properly. For example, there's a rather hot pipe in the sewer, which will scald poor Tort's feet. So what does he need? Shoes!

Collect something from each screen and the screen's title gives you a big clue, so read 'em carefully before launching into the problems and you'll be okay. Just remember that the entire city is counting on you!


Watch your step, Mr Tortoise. We don't want you slipping up!

CONTROLS

Keyboard or joystick

Left O
Right P
Up Q
Down A
Fire SPACE
Pick Up RETURN

MINED OUT

Incentive

COMPLETE GAME

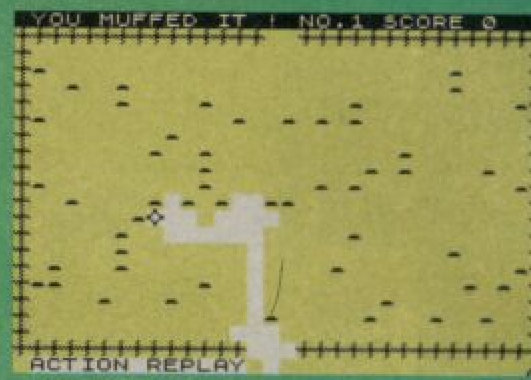
What, another full game?! This really is incredible! And it's what the press (and Stuart Campbell) call a 'timeless classic'. This means that everybody was hooked for ages on it, found they were playing it more than was good for them and eventually found something not as good to occupy their time, like hula-hooping.

The plot isn't too complex. You are a worm and you've got to cross a minefield. Basically. The question on the nation's lips is 'why?' Well it seems that a Princess, or a damsel or something, is trapped on the other side of the minefields (yes, we forgot to say that there are loads of them). And you (still a little worm, remember) have probably decided to marry her or something romantic like that.

However, the minefields are a bit of a prob. The trouble is you can't just run straight across. You have to carefully worm your way (because you're a worm, see) across the field. Every time you get within one square of a mine a little warning goes off. You've then got to either backtrack or, if you're clever, work out where the mine actually is (so you can go round it).



It might not look very exciting but *Mined Out* is a complete and utter classic and it'll have you hooked in a matter of seconds!



You muffed it, what a careless little toad! Those mines are on loan from Her Majesty's government, so take a care!

It's a bit tricky and you'll have to practise, but once you've got the hang of it you'll be okay. And on later levels you can rescue other damsels (sounds a wee bit sexist to me), who've become stranded in the minefield. This means taking a more round-about route, but if you can do it they'll be ever so grateful.

CONTROLS

Up 7 Down 6 Left 5 Right 8

WAR OF THE ROSES

CCS

PLAYABLE DEMO

It's Yorkshire versus Lancashire in this funky historical free-for-all. Choose which side you want to be and play the first few turns. Then impress your teacher with your knowledge of who took part and what they had for breakfast

How you play it is totally up to you. You could make all your blokes charge in, you could hide them all in the woods and villages or you could send them all running away back to their camp. (But if you do that you'll find that you've, er, lost).

What you should do is tell all your men where you'd like them to move by highlighting a command (with the word officer on screen) and pressing ENTER. Hit A to advance, F to follow and ENTER twice followed by C to charge.

When you've done this for all your bods hit E and sit back to watch the battle. When you want to put in more orders, just hit SPACE and start the ordering all over again. And there you have it. Simple, easy-to-eat chicken in just under three delicious minutes. (*You sound a bit confused. Go and lie down. Ed*)



With a bit of luck you can stick the enemy full of arrows and still have time for tea and buns!

CONTROLS

Left O
Right P
Up Q
Down A
Start your movement phase SPACE
End your movement phase E
Auto-scroll map A
Manual scroll map M
Advance A
Charge Hit ENTER twice then C
Follow other unit F
Quit Q

BOO BOO CORNER

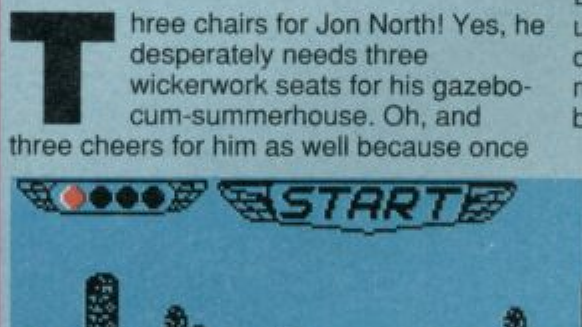
You knew we'd put one in somewhere, didn't you? Well, *Lemmings* and *Mined Out* have swapped places on the tape. Not too serious, is it? Nahh!

POKERAMA 9

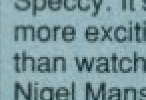
Jon North

Three chairs for Jon North! Yes, he desperately needs three wickerwork seats for his gazebo-cum-summerhouse. Oh, and three cheers for him as well because once more the man with a brain the size of Doncaster has come up trumps with a load of POKEs which will make your nose bleed.

They're great, they're on the tape and they're all ready to be loaded into the Speccy. It's more exciting than watching Nigel Mansell lose a Grand Prix!



With our Jon around you can jump off the Empire State Building, kill a few aliens, win a Grand Prix and eat three Shredded Wheat. Honest!



TAPE TRUBBS

Don't throw that Speccy against the wall! Don't eat the tape! Just pop the naughty tape into a padded bag, add an sae and send it off to *YS* Mag 7 No. 9, Tape Returns Dept (Nov ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD (phew!), and drop it into the post box. You'll get a new one in 28 days or so.

BATTLE COMMAND



FIRST INTO BATTLE ...

Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination

... LAST TO LEAVE

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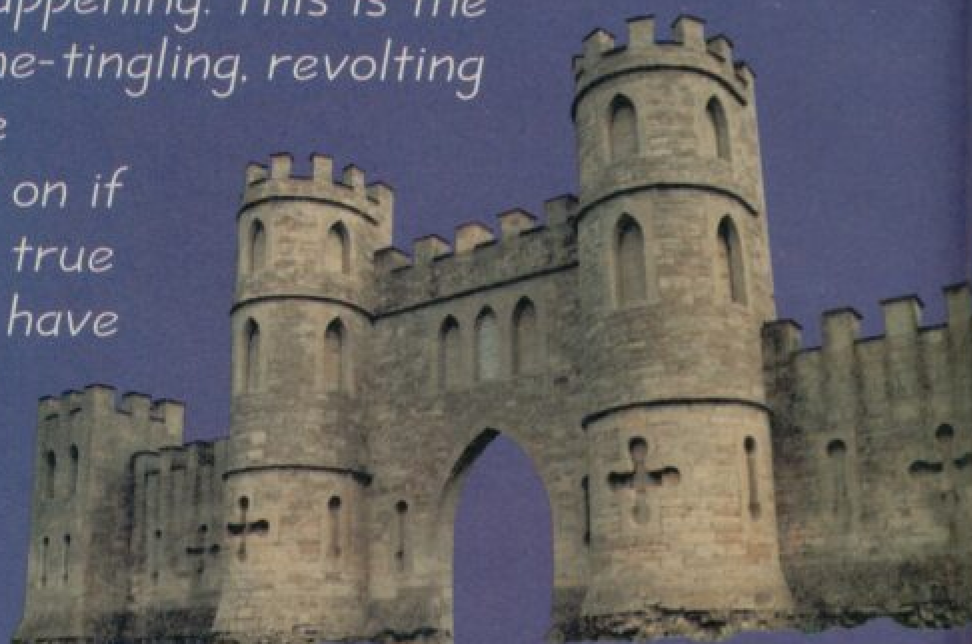
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Telex: 669977 OCEANS G · Fax: 061 834 0650

Pssst



A long time ago in a beautiful, ivory castle far, far away in a land never seen by mere mortals there lived a beautiful Princess. But this has got nothing to do with Pssst this month so let's forget it, eh?

But in another (smaller) castle, not so far away (a five minute drive from Bath, actually), weird things were happening. This is the terrifying, spine-tingling, revolting story of those events. Read on if you're brave, true of heart and have got nothing better to do.



Hugs and kisses to Ace Entertainments for the use of the cossies

1



In this castle there was another lovely Princess called Olivia (she was actually called Deirdre). She had a Spectrum. It was her pride and joy. She ignored the fact that it never loaded games and if you moved the power supply a millimetre it reset. But Deirdre loved it almost as much as she loved her dad, a kindly old wizard called Alan. And the sun shone a lot and everybody was happy.

2



But one day something terrible happened. It was so terrible that Pssst probably shouldn't even print it. Oh all right, what happened was that a hideous mummy and a disgusting ghoul from the very pit of hell (about a half-hour drive from Bath) appeared. They were on a mission to steal the computer!

3

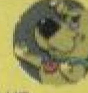


The mummy was a bit braver than the ghoul, so he crept up on the maid, who was cleaning Deirdre's Speccy. He grabbed the computer from her shocked grasp, said "Boo" to her in a loud voice and ran off with it. Naturally the maid was very upset and blubbed like a baby.

Ten Scooby Doo Spooky Catch Phrases



1. Shaggy and Scooby, you take Thelma and follow the axe murderer.
2. Rime for a Rooby-rack, Raggy.
3. *Gasp*, it's Mr Johnson the caretaker.
4. And I would have got away with it too, if it wasn't for you meddling kids.
5. That's strange, the fairground's running and there's not a soul in sight.
6. Rooby, rooby, roooooo.
7. My glasses, my glasses, I've lost my glasses.
8. That's strange, these tyre tracks go right up to this bush and then suddenly vanish.
9. Scooby, do you get the feeling we're being watched.
10. Zoikes.



4



But just as the mummy was about to complete the game, in walked Deirdre. She took one look at the horrible mummy (in his ill-fitting bandages) and screamed in fear and annoyance (he was using her beloved computer, remember).

5



The mummy jumped up and, thinking fast, clouted her on the bonce with the Spectrum. It knocked out poor Deirdre, who swooned at his feet in a most unrealistic manner. The nasty, badly bandaged guy now had a prisoner!

6



After a quick check to see nobody was around (except the photographer), the mummy picked up Deirdre and carried her off to a horrid, dark corner of the castle where he tied her up and made her eat lots of liver, carrots and cabbage.

7



Oh, and the ghoul appeared again. Where he'd been nobody knew (he said he'd been watching Top Of The Pops, but it was a Wednesday). He was pleased to see the mummy, the Speccy and Deirdre. He was also glad that he still hadn't had to do any naughty things. He stuffed even more awful food into her (so disgusting that we couldn't even print a picture of it).

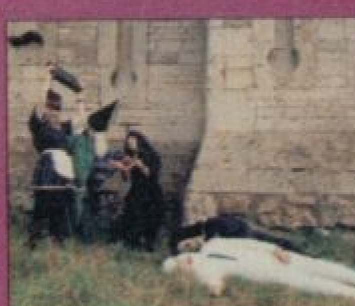
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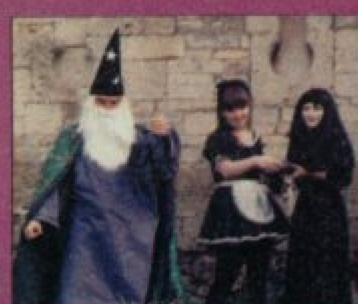


But unknown to the two evil undead guys (who weren't very bright), they'd let the maid escape. She'd rushed off and found Alan, Deirdre's father. He was a wizard, remember, and a pretty hard one at that. Only last week he'd turned Arnie Schwarzenegger into a locust. Anyway, he was looking for Deirdre, and he wasn't in a good mood.

9







Alan and the maid entered the secret dark place where Deirdre was trussed up. Instantly they worked out what had happened. Before the mummy and the ghoul could react, the maid grabbed the Speccy and Alan cast a lie-down-unconscious-in-the-wet-grass spell on the ghoul and the mummy. Once they were out cold, he freed Deirdre, gave her back the Speccy (who was rather confused by all this) and they all lived happily ever after (except, of course, the baddies, who had to walk back to their flat in hell, only to find that their gas had been cut off. (Serves them jolly well right, eh, readers?)



And you thought it was real! Actually all those hideous creatures from the darkest corners of your nightmares are just the YS posse dressed up! Left to right, the stars are: Andy O as Alan, Linda B as Deirdre his daughter, Maryanne as the maid with no name, James as the back-to-front mummy and Hutch as the completely crap ghoul. Encore, bravo and the team are still available for pantomime!

T-ZERS

☆ **CodeMasters** still seem to be suffering from *Dizzy* fever. They're planning yet more adventures for the eggy fellow and there's also a scheme afoot to make him into a cult hero (like Jim Morrison or Vic Reeves), so expect some big *Dizzy* adventures in the new year. As usual, the Codies seem to be changing the games' titles every few minutes. But, I can tell you that no Dizzy game will ever be called ***Dizzy Goes Mad In The Enchanted Forest With A Chainsaw***. (How's that for a scoop?!) Also Seymour, their other character, will be popping up in a few more games after Christmas. Hurrah!

☆ **Europress**, sensible peeps that they are, have got a little program called ***Eye Spy Fun School 4*** on the way. It features a frog, a teddy bear and a spy who help your sons/daughters/little brother or sister to learn how to read, write and spell properly.

The characters have all been jazzed up for today's hip and cool kids, so Teddy has Reeboks and a baseball cap (sounds like Hutch), Sammy the Spy, who probably has a flapping mac and big hat and Freddie the Frog, who, er, doesn't wear anything at all.

Loads of animation and quite a lot of fun are promised for little 'uns, so watch out for it soon.

☆ More details are leaking out about ***Rampart*** from **Domark**. It's being programmed by that spooky bunch of characters known as The Kremlin, and involves building walls around your castles, putting cannons inside and blowing up your enemies. You must also rebuild your walls with (dare we say it?) ***Tetris***sy-shaped blocks. Exciting or what?

☆ Ages ago we mentioned ***Magic Garden*** from **Electronic Zoo**. It should have been out by now but, cos the Zoo have been concentrating on the Amiga and ST versions, it's been delayed on the Speccy until next year. Don't these people know the most important home computer when they see it? Anyway, it's on the way, so watch out for ***Magic Zoo*** in 1992 (or 3 or 4).

☆ Those cheeky Geordies, **Zeppelin** have got the BBC's Match Of The Day licence. They're planning an amazing football game which won't just include 'incredible on-screen action' but also has stuff like team selection, the FA Cup and the media. Yes, Spec-chums, Jimmy Hill (with his inflatable chin) and Desmond Lynam (with his, er, wig) will be there, wibbling on in all their glory!

Zeppelin's Rappin' Dazza J says that the game will include every aspect of the footballing world including fights in nightclubs, and crap pop records as well as the usual promotions and transfers. Wonder who they're basing all the off-pitch antics on? Here's a clue – Brian Jobling, boss of Zeppelin, went to school with a certain Paul Gascoigne. ***Match Of The Day*** will be out around February.



A special YS style thank you (with extra-large hugs and kisses) goes to our work-experience bod, Rebecca Norley, for brightening up the Shed. She did the entire mag single-handed, so she'll be back! (Hutch and James have already started her fan-club.)

10 Scary songs not quite in the charts

- Abracadabra – Steve Miller Band
- Ghostbusters – Ray Parker Jnr.
- I Put A Spell On You – Screamin' Jay Hawkins
- Everything I Do, I Do Because I'm Terrified – Bryan Adams
- Monster Mash – Bobby Pickett And The Crypt-Kickers
- Last Train To Transylavania – KLF
- Ghost Train – Madness
- Psycho Killer – Talking Heads
- My Daddy Is A Vampire – The Meteors
- There's A Ghost In My House – R Dene Taylor
- Ghost Town – The Specials

10 THINGS THAT ARE CRAP ABOUT DARK WINTER NIGHTS

1. You run down the batteries on your bike.
2. It's very cold and you have to wrap up like Michelin Man.
3. It's always raining
4. Your family gets on your nerves.
5. Your friends all hate you.
6. So they frame you for a gold bullion bank job.
7. The Police believe them.
8. You go to prison for 20 years.
9. And the heating in the prison doesn't work.
10. But you can't go out and there's Little And Large on TV.

THE CRITTERS ARE COMING!

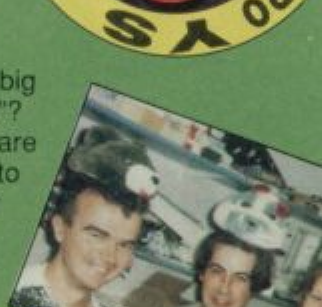
YS COMPO

(AND YOU CAN WIN ONE!)

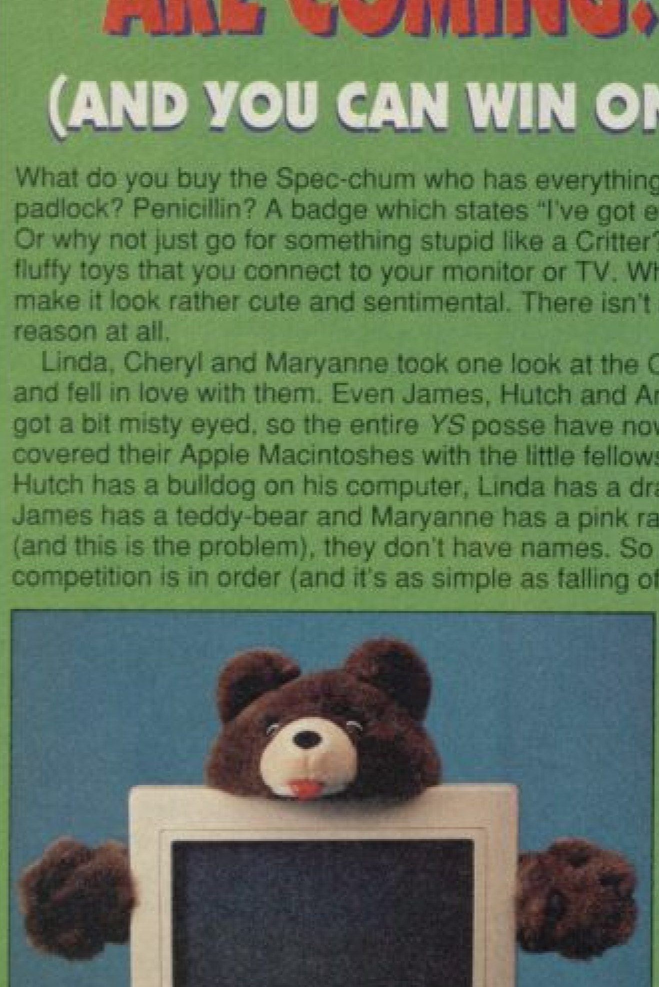
What do you buy the Spec-chum who has everything? A very big padlock? Penicillin? A badge which states "I've got everything"? Or why not just go for something stupid like a Critter? Critters are fluffy toys that you connect to your monitor or TV. Why? Erm, to make it look rather cute and sentimental. There isn't any other reason at all.

Linda, Cheryl and Maryanne took one look at the Critters and fell in love with them. Even James, Hutch and Andy O got a bit misty eyed, so the entire *YS* posse have now covered their Apple Macintoshes with the little fellows. Hutch has a bulldog on his computer, Linda has a dragon, James has a teddy-bear and Maryanne has a pink rabbit. But (and this is the problem), they don't have names. So it seems a competition is in order (and it's as simple as falling off a slippery glacier in Canada). You have to give each of the posse's Critters a name. It could be anything, but you've got to try and make us laugh. (*Oh yes, we could do with a laugh here. Ed*)

Five people can win a Critter each by sending in their suggestions for names of the four different Critters. Simply write down on a postcard (or stuck-down envelope) what you think our Critters should be called. Address your entries to *"A Critter By Any Other Name!"*



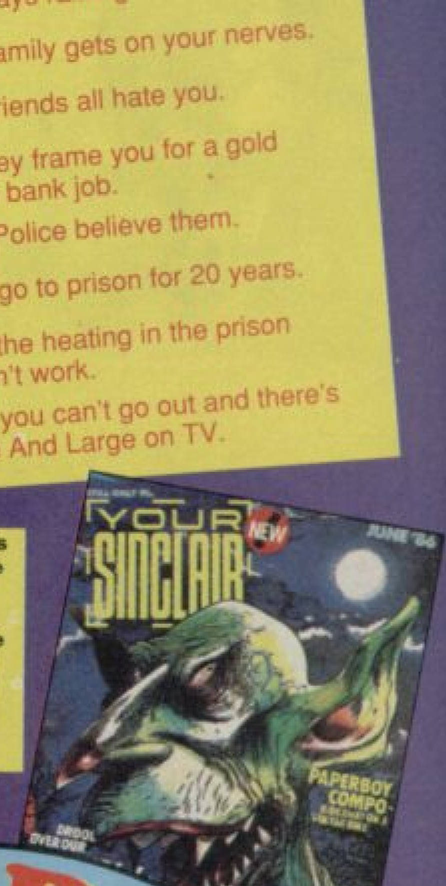
As well as looking good on your Speccy, the Critters also make fascinating head gear.



We couldn't 'bear' (hem hem) to set up our Critters properly. (Cos we knew we'd never be able to part with them if we got them looking really sweet!) But do it right and they'll look as good as this. They're also great for punching when your computer crashes!

And if you want to buy the Critters (ideal Christmas presents for the young, old and, er, middle-aged, plug plug), they're available for £24.99 each plus £2 post and packing from **Crittercal Computers Ltd, PO Box 300A, Surbiton, Surrey KT6 5YA.**

Arrggh! This must be the most terrifying cover we've ever seen! And it's YS June 86! Spook on!



ROCK AROUND THE CLOCK

JUNE 86

Now this really is spooky. Not only is Pssst all about ghosts and whatnot this month but the cover of the June 86 ish had *Ghosts 'n' Goblins* on it. It all dovetails.

Inside were reviews of *The Young Ones*, M-M-M-*Max Headroom* and *Attack Of The Killer Tomatoes*. Oh, and *Way Of The Tiger* (a game about Esso petrol) was the Megagame. Three cheers and a gallon of unleaded!

And the weirdest thing of all? On the back page, Iolo Davidson wibbled on (and on) about Sir Clive Sinclair's big sell-out to Amstrad. He said Sinclair was planning to release a wrist-mounted two way video communicator with built-in satellite dish and batteries in the shoes. Pssst hopes he was joking.


THE NO-HOLDS-BARRED
SMASH
GAME SHOW OF THE FUTURE
TV
Thrash your way through the increasingly more dangerous arenas of the game show of the 21st century.
Armed with a proton blaster, you must 'blow away' a multitude of deadly aliens, humanoids and robots... and win valuable prizes!
Humour, bad taste and fast action combine to bring you this pixel-perfect arcade conversion.
SPECTRUM
AMSTRAD
COMMODORE 64
ATARI ST
AMIGA
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OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

The Simpsons - Bart vs. The S

Ocean /£15.99 disk/£10.99 cass



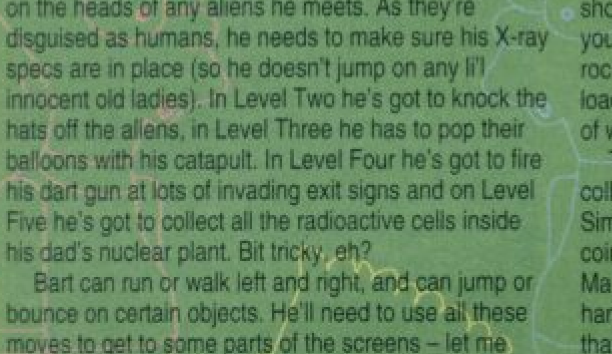
James Bart Simpson? Isn't he one of those Teenage Neutered Turtle thingies? No? Oh well, I'm not totally up on all these cartoon so-called 'characters'. So, what's his problem then?

Well, it seems that Springfield, where Bart and his family live, has been invaded by space creatures who fancying taking over the Universe, (as space creatures do!) Their method of universe control is to collect everything that's purple. So what you, as Bart, have to do is wander around the place with a can of paint, spraying all the purple objects red (so the aliens can't collect them). It's got to be the most stupid idea since 'Stupid' Jack McStupid tried to eat the Houses Of Parliament for a bet in 1877.

On me hat! On me hat!

But enough of this banter. The game is a platformer (as you'll know if you saw the rather good Megapreview I did two issues ago) with Bart wandering around Springfield, spraying purple things and jumping on the heads of any aliens he meets. As they're disguised as humans, he needs to make sure his X-ray specs are in place (so he doesn't jump on any li'l innocent old ladies). In Level Two he's got to knock the hats off the aliens, in Level Three he has to pop their balloons with his catapult. In Level Four he's got to fire his dart gun at lots of invading exit signs and on Level Five he's got to collect all the radioactive cells inside his dad's nuclear plant. Bit tricky, eh?

Bart can run or walk left and right, and can jump or bounce on certain objects. He'll need to use all these moves to get to some parts of the screens – let me tell you that the whole thing gets very difficult.

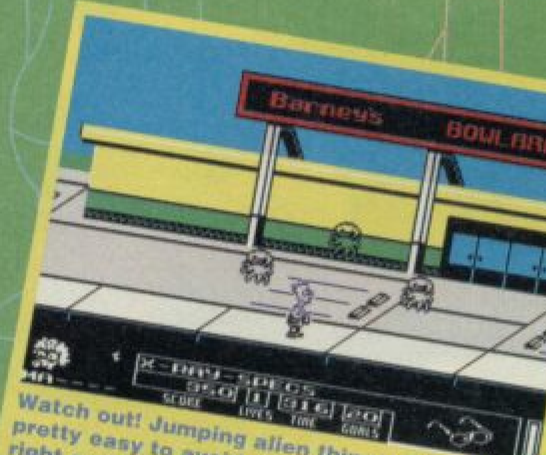


Bah! I knew those pesky mutants were up to something! Just watch them plotting the downfall of the world. Blimmin' nuisances!

Instead of just travelling to the right, Bart has to go back and forth collecting all the objects he missed the first time.

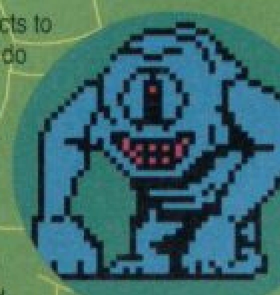
Ocean have gone for the overlapping screen flip. Don't worry, I'll explain this rather worrying technical term (cos I know what it means). It means that the screen doesn't scroll, it jerks onto the next bit you see. It works really well and as the screen flips you can get some nasty surprises, like millions of aliens. *(Not exactly a surprise anymore is it, James? Ed)*





Watch out! Jumping alien things! They're pretty easy to avoid, though. Just time it right and you'll be okay.

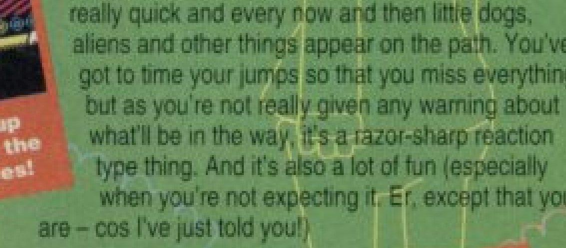
There are loads of objects to collect, the easiest way to do this is to jump on a few aliens' heads and collect the coins that bounce out. Then spend them on whatever you need in the shops that you pass on your journey. You can buy rockets, cherry-bombs and loads of other dangerous goodies, all of which you need at some point.



The coins are also useful because every time you collect one you get one letter of the name of another Simpson. For example, on Level One you need six coins and you get the letters M-A-G-G-I-E. Then Maggie, Bart's sister, appears and gives you a helping hand. It's a stonking idea and, boy, you can sure use that help! Later levels have Lisa, Homer and Marge turning up to help you out. And on Level Five the whole family turns out to get rid of those pesky aliens once and for all! Hurrah for the brave Simpsons!

Arcade action as well?

By jingo, yes! Well, sort of. At the end of Level One there's a quick scrolling bit where Bart gets on his skateboard. He whizzes along, belting through the screens. There isn't much scenery, so the update is really quick and every now and then little dogs, aliens and other things appear on the path. You've got to time your jumps so that you miss everything, but as you're not really given any warning about what'll be in the way, it's a razor-sharp reaction type thing. And it's also a lot of fun (especially when you're not expecting it. Er, except that you are – cos I've just told you!)



Wow! The movies! But Bart doesn't have time to watch films cos the aliens are here.

YS MEGAGAME



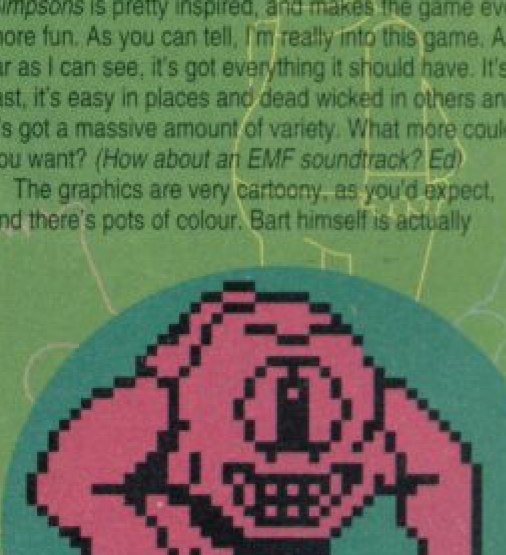
Get down off those 30 squillion-volt powerlines at once, young man! But Bart is too naughty to listen, so up he goes!

Any puzzley bits in it?

Well read on. Level Three has also got a different sort of game included in its fiendish levels. This is called *Dizzy Doors*, and there's got nine different-coloured doors which you've got to open in the right order so that they're all the same colour. Yes, yes, I know it's complicated, but think of it like one of those slidey puzzles you get at Christmas (only a heck of a lot more fun) and you're on the right lines.

The idea of putting different sub-games into *The Simpsons* is pretty inspired, and makes the game even more fun. As you can tell, I'm really into this game. As far as I can see, it's got everything it should have. It's fast, it's easy in places and dead wicked in others and it's got a massive amount of variety. What more could you want? *(How about an EMF soundtrack? Ed)*

The graphics are very cartoony, as you'd expect, and there's pots of colour. Bart himself is actually



Space Mutants

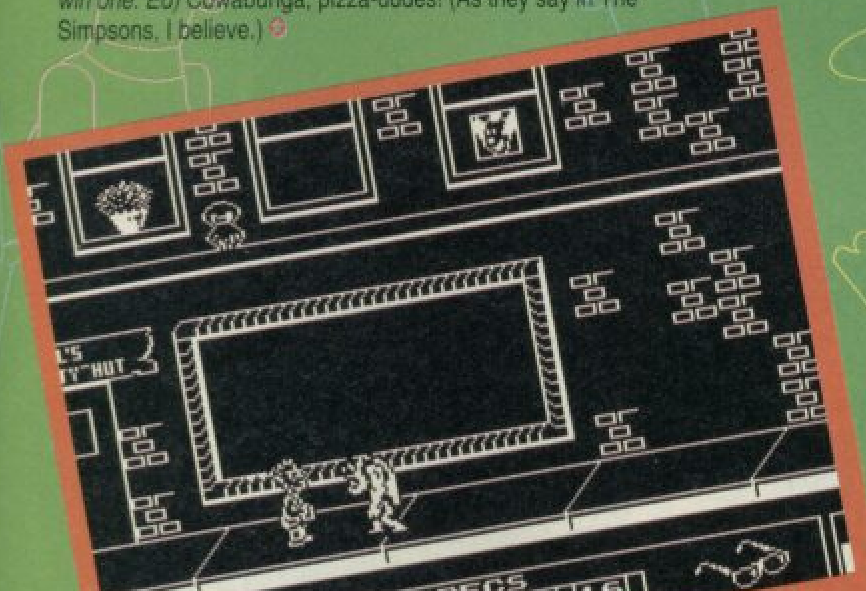


5 Simpsons Facts

1. They're actually based on a real family in America called the Sampsons.
2. Bart is modelled on Dan Quayle, Vice President of the USA.
3. Bart's brother, John, is a famous newsreader on the BBC.
4. People with satellite TV go on and on about it, so everybody else knows who The Simpsons are.
5. Bart is the highest-paid entertainer in the world. He earns three times as much as Michael Jackson and Bill Cosby put together.

see-through, so you can see him when he walks in front of yellow things. It's great making him walk past green things cos he looks like he's about to throw up! And, if you look at him closely, you can see him blink and do other cartoon-type things. Nice touch that.

So, I'm putting on my special Megagame hat, tying my Megagame laces and giving *The Simpsons* a – wait for it – Megagame. You see it's just so big, so varied and such a larf that I'd be a fool if I didn't. So there. Now go and buy a satellite dish so you can watch it on TV as well. *(Alternatively, just turn to page 35 and try and win one. Ed)* Cowabunga, pizza-dudes! (As they say in The Simpsons, I believe.)



No, the page hasn't gone funny. This is a Bart's-eye-view of the world when he's wearing his X-ray specs. Aliens which normally look like people show up as hideous monsters (like this one).





FINAL VERDICT

LIFE EXPECTANCY 93°	ADDICTIVENESS 89°
GRAPHICS 88°	INSTANT APPEAL 86°

DIAGNOSIS

It's big, tough and lots of fun. Get it and do the Bartman, right now!

92°

JOYSTICK JUGGLERS

The nights are drawing in which means that it's time for bats to flit, wolves to howl and sensible peeps to stay indoors. But what is there to do indoors? On the other hand, if you go out, you just get cold. But nay fret, Spec-chums, those Jugglers are sure to have a few ideas!



Andy Hutchinson Hutch must be a summer kind of dude. You can't really spend the long evenings skateboarding, can you? "Aha, that's where you're wrong. On dark nights I like to strap bicycle lights to my body and going for a roll round the park. It's totally wicked, all that people can see are red and white lights whizzing through the air!" Sounds great, eh, kids!



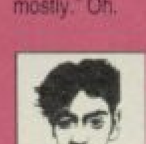
James Leach D'you like autumn, James? "Ah, yes. Season of mists and mellow fruitfulness. Close bosom friend of the maturing sun..." That's nice but how would you advise Spec-chums to spend those long nights, James? "Well, their best bet would be to go for long walks and then go home tired, but happy, to a huge dinner. After dinner, they could sit in a lovely warm room and have toasted marshmallows and cinnamon toast for supper. You have to eat a lot when it gets cold, to keep your strength up." There you go, Spec-chums, the perfect day the James Leach way!



Linda Barker Our Linda's very fond of wet days and dark nights. It means she can bundle up in loads of shapeless black things and wear even bigger boots. But how does she while away the witching hours? "I go gigging, cold nights are best for gigs cos you come out feeling all warm! Then when I get home, I have a great big bowl of salted popcorn." And you'd advise your readers to do the same? "Yep! Well, it hasn't done me any harm." That's a matter of opinion.



Jon Pillar Jon's currently working on a new film which was meant to be set in southern Italy. How's shooting going, Jon? "The advent of autumn has meant that I've had to change my plot slightly, the action now takes place in New York. At night. Every evening, I put about six jumpers on and go and stand in the park with my cine-camera. It's a great way to pass an evening or two." But what are you filming, Jon? "Oh, fat people jogging mostly." Oh.



Rich Pelley Rich's evenings are all spent chasing babes. Does the fact that it gets darker earlier change anything, Rich? "Nah! But it does make things a little easier, if you see what I mean." Not exactly, explain yourself! "Well, chicks aren't very fond of the dark, so I offer to walk them home. I make sure we take the long route home and then they start to feel a bit cold, so I offer them my coat. The thing is, there's no way I'm going to take my coat off, so they have to just huddle up inside. It's a fine way to spend an evening!" Hmmm!



Trenton Webb A new face for most of you, unless you happen to read *Amiga Format* (the esteemed organ that employs Trent as its Reviews Editor). Yo, Trent! What do you think Spec-chums should do in the evening? "Erm, play on their Spectrums?" Let's rephrase the question, what do you do when it's too windy to venture outside? "Me? Well, recently I've been rushing home to play *Battle Isles*. It's kicking but, unfortunately, my Amiga packed in. Ho hum!" Serves you right for buying such a crap computer. Ha!



Rebecca Norley Now, we know what the *YS* team do after work, but what do the kids do? Tell us, Rebecca! "I do my homework." Is that it, don't you go and hang around outside McDonalds and talk about boys and what teacher you've got a crush on? "No, I jolly well do not. But I do go round to my mate's house and chat about things." What sort of things? "Potatoes, the Universe – that sort of thing." The kids of today, eh?!

HIGH SCORES

90° – 100°	**A real nighty! This is game is scarier than James first thing on Monday morning! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a darn spooky piece of software!**
80° – 89°	**PDG! (ie Pretty Darn Ghoulish!) A game well worth dressing up in a mummy outfit for. Dig deep into the old dosh bucket and go for it!**
70° – 79°	**Quite scary, but the thrill could soon wear off.**
60° – 69°	**You can tell it's only a costume. Think before you buy!**
50° – 59°	**More laughable than terrifying. In fact, it's a bit crap.**
40° – 49°	**About as spooky as the Hall of Mirrors on Southend pier.**
30° – 39°	**Doesn't even know how to spell the word 'spook'.**
20° – 29°	**Very poo-er.**
10° – 19°	**The only thing terrifying about this game is how bad it is.**
0° – 9°	**Dead (in a distictly un-spooky kind of way).**

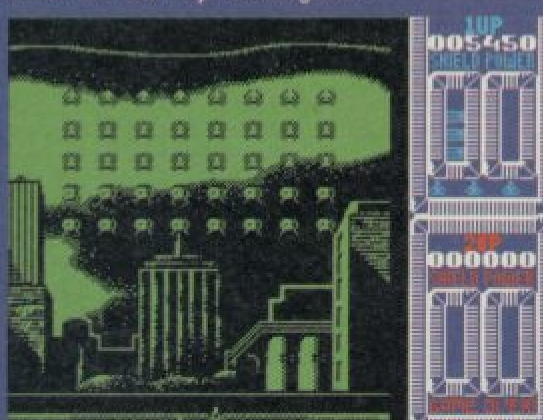
SUPER SPACE INVADERS





The world is bracing itself for the arrival of hundreds of little green tourists. They haven't visited earth since 1978, so we sent LINDA BARKER off to Domark's space pad to give *Super Space Invaders* a rousing welcome.

Apparantly, the *Invaders* first landed on earth in 1978. They then proceeded to take over the world, via pubs and arcades. After a while they got a bit bored and, presumably, buzzed off back home. And now they're coming back.

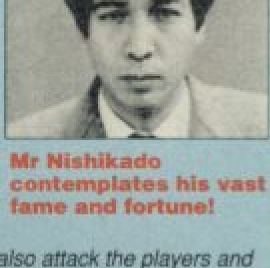


It's the start of a whole new wave. New wave? I wonder if they're into Adam And The Ants? Stand and deliver, space freaks!

A HISTORY LESSON

Now, Spec-chums, wipe those clammy palms and straighten your ties cos I'd like you all to meet Mr Toshihiro Nishikado. Happy chappy, isn't he?

Tosh, as he's known in the biz, was responsible for the original *Space Invaders*. In fact, he did the whole jolly thing all by himself – programming, graphics, sound, fish, everything. But why? Tell us, Tosh...



Mr Nishikado contemplates his vast fame and fortune!

I thought it would be fun to destroy the targets in the screen and clear everything. Also, I wanted a game in which enemies also attack the players and use diplomacy with human beings. This kind of game hadn't existed before.

Erm, right. Why space aliens?

It was tanks originally, but they moved too slowly. At the time Star Wars was very popular so I decided to use space aliens. People didn't care about the funny movement and everything was okay.

Right you are. But what we really want to know is – if you produced a mega-successful game, why aren't you incredibly happy?

Well, I've had a tough day! On the way to work I ran over a pigeon, then the coffeee machine broke down and, at lunch time, the canteen had run out of egg mayonnaise granary baps. And my wife just rang up to ask me what I wanted for tea. I asked her to make me a sushi and leek pie, but she refused because she doesn't like leeks. And then...

Really, that's fascinating. Gosh, is that the time? I didn't realise it was so late. Cheerio!

The only things I can remember showing any interest in around 1978 are my next door neighbour's Sindy house and my, relatively, new baby sister. *Space Invaders* had absolutely no part in my girly nine year old life. But don't worry, Spec-chums! I've now grown out of Sindy and my cute baby sister is a New Kids On The Block fan, which leaves me with a bit of time to check out *Super Space Invaders.*

So, what's the difference then?

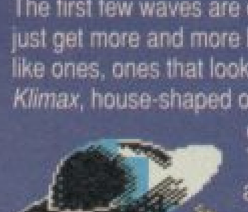
Following the original *Space Invaders*, there was a whole load of similar games such as *Galaxians* and, erm, loads more. What Domark hope to do with *Super Space Invaders* is update the basic concept and make the best *Invaders* game ever. So, how are they going to do it? Well, they've got a bunch of chaps in who go by the name of The Kremlin to soup-up the original and add loads of extra features. Let's take a peek.

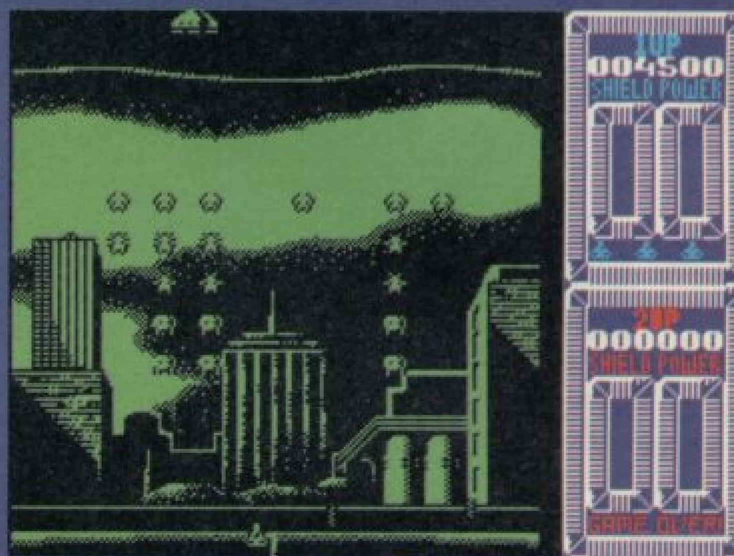
The aliens are a pesky bunch, they're green (of course) and there are absolutely tonnes of them. They come in waves of about seventy and the first ones are pretty easy to get rid of. Then, as is customary in these things, they get a bit harder. And then they get even more difficult, then the whole screen is covered by swarms of grinning faces which are virtually impossible to get rid of.

If you think that this sounds a bit like your everyday, plain digestive *Space Invaders*, well, you'd be right. But, nay fret, cos that's just the most basic of summaries. On top of that, Domark have made it loads weirder (which automatically makes it better). The strangest addition has to be the Cattle Mutilation sequence! Doesn't sound too nice, does it? But it's nothing to do with abbatoirs or butcher's shops. There's no blood, you've just got to protect your cows from those darstardley aliens. Exactly where you got these cows from isn't really made clear, but I don't suppose it matters, I just like to know these things!

Kill! Kill! Kill!

Domark have also changed the way the aliens look. The first few waves are quite ordinary, but later ones just get more and more bizarre. There are little crab-like ones, ones that look like the round chaps in *Klimax*, house-shaped ones, butterfly-like ones and even ones that look like fish! The end-of-level ships are just as strange, they're a bit like your average spaceship except they've got big dangly arms! Then there are ones





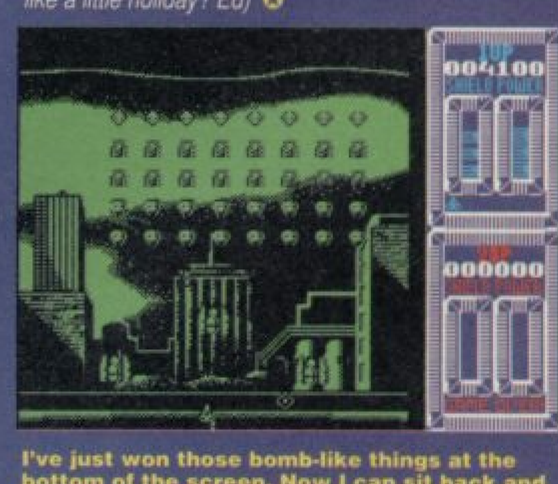
Eat my plutonium plated shorts, Mr Alien! These alien peeps won't take no for an answer, I suppose I'll just have to teach them a lesson! (I know, a geography lesson. They'll hate that!)



which split apart to release death-dealing podules.

It all sounds a bit tough, doesn't it, Spec-chums? But you'll be alright if you collect as many power-ups as you can. There's a fireflower (which might sound dead sweet and pretty, but it isn't) which bursts across the screen and kills huge amounts of aliens, all in one go. Hurrah! Even better is the destroy beam. Let this rip and four lazer beams go spurting off, blasting any aliens they come into contact with. Then they run out of energy and sort of fizzle out, like a particularly potent firework.

Phew, eh? *Super Space Invaders* is wicked, wazzy and whopping. It's also going to be reviewed next month, so keep your peepers peeled. Oh, and if you come across any solitary cows, take them home and lock all the doors. The aliens are coming, I've seen them. *(Yes, of course you have, dearie. How would you like a little holiday? Ed)*



I've just won those bomb-like things at the bottom of the screen. Now I can sit back and watch them blast those aliens!

FAX BOX

Game	Super Space Invaders
Publisher	Domark
Programmers	The Kremlin
Release Date	Mid Nov
Price	£9.99 cass

YS MEGAPREVIEW

GRAND PRIX CHALLENGE

Challenge Software/£3.99 cass



Andy Poor old Mansell, eh? There he was, trying to beat the Brazilian chap, when he loses his brakes and spins off the track with all the grace of a hippo with the trots. To cap it all, Senna lets his team mate, Berger, win the race. Ha! Anyway, here's a chance to get your own back.



Peaky Piquet's history in my rear view mirror, for a second anyway.

What we have here is a menu-driven game. That means that the computer decides what to do. So there's no dodging and a-diving on the track, no gears, no accelerators and no steering. What you have instead is a plethora of decisions to make and a few keys to press, making the faithful old joystick a tad redundant.



All the Grand Prix racers have been reduced to mere numbers and then shoved rudely onto this cassette. Instead of getting to guide Mansell or Warwick to the championship, you're lumbered with a thoroughly second rate driver called (of all things) J Smith. Such originality, such daring, such crap.



Dear old Nige won the race, although you might have trouble identifying him here.

The first thing you've got to do is lavish some dosh on your motor. This includes paying out for mechanics, an engine (the *YS* team feel that this one's quite important), steering, power, fuel and travel costs. Sorted all that out, pick some tyres and zip into a race.

Races usually follow the same pattern - Mansell streaks into the lead, Senna sits one second behind him and the rest of us knock around in the pit lane. Meanwhile, the mechanics inform us that we obviously had cowboys in last time the car was repaired and that these repairs are likely to cost us as much as a 'pony'.



Anyway, it's all terribly dull. The most exciting moment is that rare second when your crap car manages to knock Boutson into 10th place. The moment you (or rather the computer decides to) attempt to overtake him, he whacks his car into reverse and performs an old rural two finger salute. You then perform a daring slip-stream manoeuvre which leaves the chap looking decidedly stupid.

The idea of the game is to make loads of dosh and win the Championship. If you get bored of racing, you can always try betting. Stick your dosh on Mansell or Senna and you can't go wrong. Right, on with the race preparation: anyone know what the AA's number is?

FINAL VERDICT

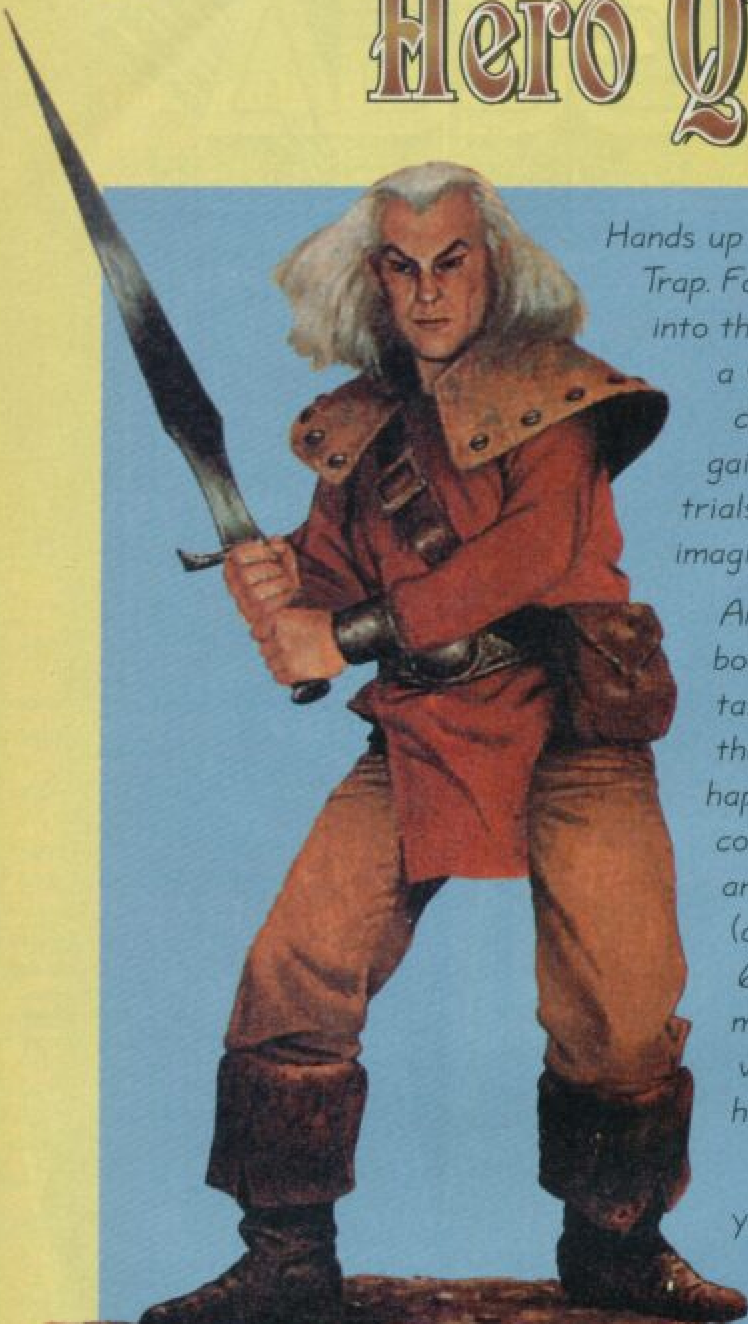
LIFE EXPECTANCY 50°	ADDICTIVENESS 48°
GRAPHICS 45°	INSTANT APPEAL 51°

DIAGNOSIS

Bit too boring to be any fun. Stick to optomotry instead. (Look it up!)

51°

It's The Fantablious YS/Merlin Hero Quest Bonanza!





Hands up who's heard of fantasy board games. No, no, I don't mean Mouse Trap. Fantasy board games are those wonderful trips into the unknown in which you control a weird and wonderful character who has to skip gaily through all sorts of trials, tribulations and imaginary acid puddles.

Anyway, one of the bestest board games of this ilk was a tasty little boxed wonder by the name of Hero Quest. Those happy chappies down at Merlin converted this to the Speccy and it was reviewed in issue 65 (check out Back Issues on page 61 if you missed it). As you might have already noticed, we've got some fab and groovy holograms on our front cover.

If these images have lit your funky candle then you'll be pleased to hear that there are 192 (one uh hundered and uh ninety two uh!) stickers available. They're all in full colour and they tell the story of Rogar the Barbarian, Durgin the Dwarf warrior, Ladril the Elf and Telor the Wizard. These stickers come in packets and hidden in some of these sticker packets are another 24 holograms.



If you fancy collecting these wunnerful stickers you can also get hold of a 32 page album crammed chock full of fantasy piccies of spooky chaps, chappesses and ghoulies. You can buy the album (priced at 50p) and the stickers (at 20p a go) at the same newsagents from which you purchase this revered organ (YS that is). Quest on!

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners recieve three five games! All letters win a YS badge!

Spooky night-time greetings, Spec-chums! Darkness has descended over our hemisphere and, to celebrate, I have become a creature of the night. (Hence the groovoid headgear!) Actually, I'm a summer kinda guy myself, I like to get up in the morning and say hello to that busy old fool, the sun. Then I just pull my shorts on, get my wheels and roll to work. I used to dread winter mornings, but that was before I discovered the joys of Ready Brek. Now you might think that warm oats are a bit on the girly side, but you're wrong! Ready Brek is one of the coolest foods around, how many other cereals make you glow in the dark? I always eat it just before I go to a rave, you should see how people stare! Anyway, onto your creepy letters...

CRAP RAP!

Chill out!

'Ere's a poem...

YS is best,
Put to the test.
It's better than the rest,
It's really cool.
If you don't buy it,
You're a fool.
Da da like it?

Danny Johnson
Crawley, West Sussex

Da da yes. There's only one thing wrong with it, it's a bit bland. Here's mine..

YS is spooky,
Rad and kooky.
Up on the hill,
By Merthyr Tydfil,
We saw a ghost
And tied him to a signpost.
Cos we're that 'ard!

It might be a bit on the scary side, but I think it's kickin'. **Ed.**

WHICH DOCTOR?

I went to the doctors the other day cos I was feeling ill. He said that I had an extremely bad case of schoolworkitus. The only cure is a dose of violence.

"How do I do that?" I asked. "You could do some street-fighting," he replied. "But that would be too dangerous. The alternative is to get some violent computer games (48K). I advise *Final Fight, Golden Axe, Hero Quest, Lone Wolf* and *Shadow Dancer.*"

I asked him if he'd give me a prescription, he wouldn't. Disgusted, I went home and told my mam and she told me to write in and tell you all about it. So please send me the games.

Ezra Matebele
Newcastle On Tyne

Ooh dear, sounds a bit spooky to me. Are you sure you didn't go to the wrong doctor? I think you went to a witchy doctor. Did he get out his frog entrails and chicken bones? Hmm, thought so. These chaps tend to crawl out of their creepy castles at this time of year. He probably ate your real doctor and took on his looks and personality. (That's what happens when you eat somebody. So don't eat your mothers, kids!)

Obviously, his diagnosis was wrong. He was just trying to make you take to the streets and get involved in street fighting. What a naughty man! Thank goodness you wrote in, I can now tell you that all you really need is a good dose of Andrews' Liver Salts. **Ed.**

WITCH ALERT

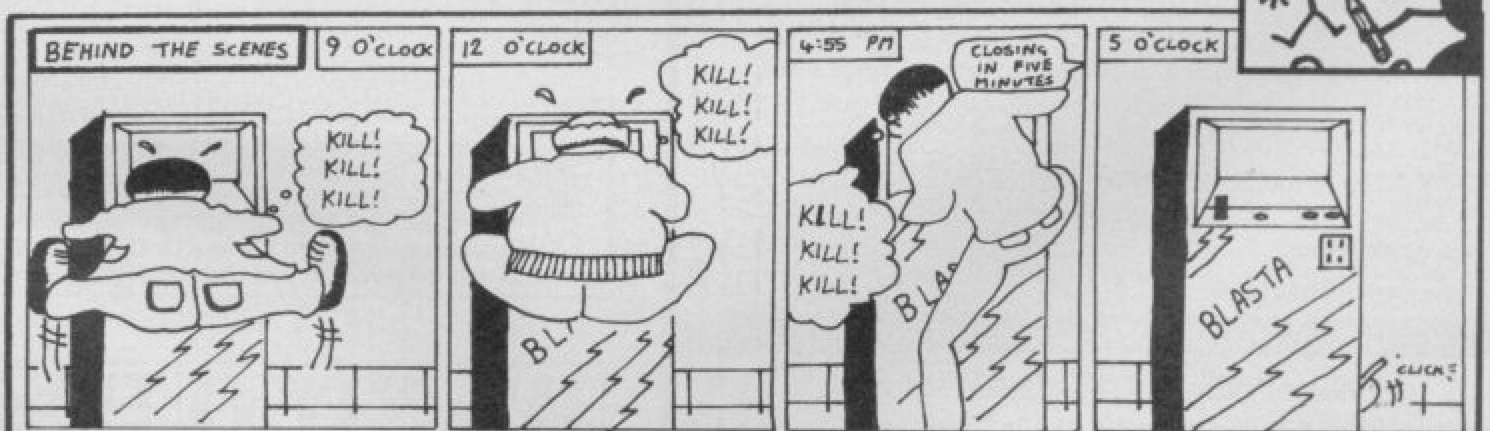
I am writing this to complain, not about *YS*, but about my big sister and my mum. Whenever I want to

DOODLEBUGS

What talent, what consummate skill, what an Ed! Dominic Rackstraw's cartoon's pretty impressive too!

The last couple of months have seen well gnarly pics emerging from the Doodlebugs box, if you think that your stuff's just as good then send it in. Address your masterpieces to Doodlebugs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. (You never know, there could be three free games in it!)





STARLETTER



GIRL TALK
Have you noticed that Linda appears to be going all strange and girly? I blame the funny bands she keeps going to see. I suggest a steady diet of Smashed Gladys, Sea Hags and The Throbs. That'll have her back to chewing motorcycle chains again.

And just to make sure you print this letter – Norway, loganberry and aardvark.

G A Cross
Sparkhill, Birmingham

Linda's always been a bit on the girly side and, as you so rightly say, it's partly due to those sweet-as-sugar pop combos she keeps bunking off work to go and see. But recently a spooky change has come over our indie-chick. Y'see, she went off to Reading for the weekend – we'd have stopped her if we'd known, but she told us she was going to Great Yarmouth to see her Aunt Dot. Anyway, she saw lots of hard American girlies and just hasn't been the same since. She's been stomping about in her DMs and spouting a lot of nonsense about lips and hips and power. She's even been heard whispering uncanny chants, blimmin' witch. I tell you, she's got us mere men quaking in our Nikes.

Personally, I can't wait for the day when she starts wibbling on about anoraks and daisies. It's better than a kick in the groin anyday. **Ed.**

SMALL PRINT



Can't talk, I'm having my dinner.
Mark Meadows, Cambridge
Can't walk, my legs have fallen off. **Ed.**

Hey, off the toga man! I've just had it pressed!
Dan 'Fashion Lord' Gavrovski, Milton Keynes
You mean you actually iron your clothes? How passé! **Ed.**

I've got that off my little hairless chest.
Andy Welch, Hastings, East Sussex
Well, don't send it to me. Yeurch! **Ed.**

My cat failed geography.
Rabbit 91, North Wales
Really? I got a B. **Ed.**

Hope I have been of great help to your truly brill mag.
Steven Marsden, Lincoln
Couldn't have managed without you. Cheers, mate. **Ed.**

Thanks for cheering me up.
Mark Holliday, Glasgow
Oh, it was nothing. **Ed.**

play on my computer, my mum and sister are always watching TV. I'm just writing this letter to assure other people out there that they're not the only ones with this problem.

Julie Foxcroft
Kirkwall, Orkney

Ah, they're doing it on purpose! There's absolutely no doubt about it, they've been touched by the dark side of the force, but my pointy stick tells me that you're unaffected.

You think that loads of people have this problem. But most of them are even worse off; some of them don't even have Speccies. So, dear Julie, you aren't that different. However if you were different, then we'd have to do something nasty to you, like sending Pico around with his 18th century potato collection. I think it's obvious that mothers and sisters like yours need sorting out.

Maryanne suggests kicking the TV in. But that's not a very good idea at all, cos then you won't be able to play any games at all. **Ed.**

A GRAVE TALE
Brace yourself, I bring tidings of great sadness. Remember *Enigma Tape Magazine* that you praised the socks off a while back? Well, I'm afraid it was laid to rest a few weeks ago. It was a lovely service, all the team were there – Nasty Nev and The Troll made an appearance too.

I hope that the people who supported us will be able to cope with this bombshell and we'd like to thank everybody for their support over the last two years.

If people have any last requests for help on games before the hints column is laid to rest then they can write to me with 30p and an sae. If I can't help, then they'll get their money back.

Jon Rose
Bognor Regis, West Sussex

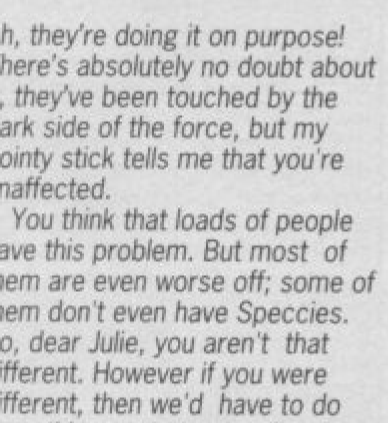
Have you been hanging around graveyards again? How many times do I have to tell you! The death of a mag is no excuse, now if it was a friend...

Talking of friends, me and my dudish mates from the Mef were having a barney in the woods once. We weren't doing any damage or nuffink, we just made ourselves a nice (safe) fire and settled down with some cans of 7Up. As it got darker, we stopped talking about root crops (fascinating as they are) and moved on to ghosty stories. I was so fishy terrified that my wig fair fell off, I don't mind telling you!

It was autumn and all the trees were bare, the branches stuck up like devils' arms and the silent night enveloped us like a witch's cloak. From the shadowy ferns a wraith-like figure emerged. It was pale and strange and it stared straight at us out of red-rimmed eyes. From its ghostly throat came a strangled sound. "Ishhh at ooo," it warbled. We all screamed and ran up the nearest tree. The gruesome fiend staggered over to the tree, we looked down into its all-knowing eyes and realised that it was our mate, Liam. He'd gone off for a pee and got a bit lost. We gave him a jolly good kicking and went back to talking about parsnips.

Anyway, commiserations and everything. I've put a black armband round my skateboard as a sign of my respect. **Ed.**

WONDERFUL WORLD OF SPECCY



It's a wonderful world is it? Then why is an angry Greek accusing me of dealing in provocative propaganda?

THRACE ME!
I would like to report an important error in your otherwise flawless publication. *(Gee, thanks. Ed)* The September 1991 issue of *YS* contains on tape a game by the name of *Olympus*. Although it is very playable, allow me to comment on the map of the area it covers.

Directly above the Greek area, exists an area that you referred to as Macedonia and next to it another one that you called Thracia.

Referring to the Macedonians and Thracians as if they were a race or nation independant from the rest of us Greeks is a mistake which, I hope, that game's author produced by lack of knowledge.

In this way however, not only has the actual historical truth been twisted, but some wicked propaganda against our country receives free support.

Having read that you personally visited Greece this summer, I am confident that my letter will be printed so that the truth is restored. If you ever wish to visit Greece again, please drop the package holiday option that concentrates on the islands and Athens and feel free to travel to the northern mainland – the real Macedonia and Thracia.

Theodore Develegas
Athens, Greece

Right, time for a quick Greek history lesson, methinks. Now I don't know about Thracia but Macedonia definitely had its own coins, it also sided with Sparta against Athens in the Peloponnesian War. As if that wasn't proof enough of their seperate-ness, after the War they conquered loads of Greek states.

Now, the map for Olympus showed Thrace and Macedonia as seperate parts of the Greek empire and this is historically correct. Nowadays said regions are part of Greece just like North Yorkshire and Sussex are part of England. As for all that stuff about arousing nationalist sympathies, poppycock. We stiff-upper-lipped British sorts don't get upset when we see old maps with Wessex clearly marked. Are you soft or something? I bet you're scared of ghosts too. (Well, so am I actually. But that's got nothing to do with Thracia. Or Macedonia.)

You can't pull the wool over our eyes, no way, sonny Jim! You have to get up pretty early in the morning to catch us out! (About 6. 30 am.) Try setting your alarm to go off an hour earlier! **Ed.**

KINDLY LEAVE THE STAGE



As a very great woman once said, wit has truth in it. This month's contributors seem to be well aware of this! Take **James Sanders**, for example...

Q. Why are polar bears white and furry?
A. That's just the way they're made.

And here's more humour of a literal nature from **Stuart Richards**...

Q. What's the difference between a soldier and a fireman?
A. You can't dip a fireman in your egg.

And...

Q. What's red and invisible?
A. No tomatoes.

Ho, jolly, ho!

FORGIVE ME FOR I HAVE SINNED

Please, please help me. Y'see, my mind has been corrupted. What with Crimbo coming up and all that, I was thinking about presents. I've had my Speccy for about eight years and endless playing of *Daley Thompson's Decathlon* has knackered it a bit. So I thought I'd really like a posh 16-bit job, like an Amiga.

As you can see, I have been evil and only *North And South*, *Plotting* and *Sim City* will cleanse my soul and return me to the flock.

Mark Piper
Wells, Somerset

Not more evilness! A dark cloud has formed over the Speccyverse and nobody is safe, not even your mother. Amiga is just another word for devil, if you ask me. Don't even go near one. Stick with your Spec. **Ed.**

BEAN MACHINE

What do you think about the ozone layer? Do you really believe that the Speccy produces too many CFCs, if so, how can it be stopped?

I've told my Speccy to behave itself and I've even cut down its intake of beans so that it produces less gas. So far this has worked, but now my Speccy has lost weight.

What can I do? Do you think that three free games would help? I believe my Speccy would like them better than a badge.

My mother reckons that you make all the letters up.

Barrie 'Part Welsh, Part Danish, All Boy' Davies
Crymlyn Burrows, Swansea

Why do so many people think that we make all the letters up? Why on earth should we do that? Anyway, they're all far too mad to have been made up. So there, Mrs Davies.

The ozone layer, eh? now I'm not a hippy like that Andy Ide, but I do have a green consciousness. Yeah, I care about the environment, that's one of the reasons I ride a skateboard. No nasty emissions from the exhaust there, matey.

As for your Spec, it's obviously got something in its system. The sooner it's let out then the better for all concerned. It's probably only a minor evil but you're not helping by cutting down Spec's intake of baked beans. Give it as many beans as the little thing can stomach. That should get it out (whatever it is)! **Ed.**

HOW DO WE DO IT?

I don't have a Spectrum. I just buy *Your Sinclair* for that warm feeling that spreads over my toes whenever I see a Speccy screen...

Anon
Anonville

Just doing a spot of editing. (It's all part of the service!) **Ed.**

TRAINSPOTTERS



FAITH

Do you make mistakes on purpose for Trainspotters to spot.

Tim Burch
Beckenham, Kent

Sure do, groove machine! How come so few people actually realise this? Tim, you truly are one in a million. **Ed.**

LE FREAK!

I, Ben Catchesides, claim a Trainspotter. (Get out of this one, ha!) On the front cover of issue 70, (so called lovely) Cheryl was holding up Hooked on Classics (volume 1) and Magnificent 7 number... 3!

Just because it was the same colour (yellow), there's no need to skive off.

Ben Catcheside,
Thornbury, Bristol

Crivens, missus! The Mag 7 tape that we placed in Cheryl's hands was clearly marked Mag 7 number 7! It's my guess that something untoward happened while the photograph was being developed. Maybe Boots got a bit confused and poured spooky fluid into the developing tray instead of fixer.

Loads of weird things have been happening recently, take James for example. He came in the other morning looking absolutely awful. I was a bit concerned so I made him a strong cup of tea and looked worried. Apparantly, as he was walking to work, he saw his aunt on a motorbike. This might not seem too odd but James was completely freaked cos his aunt lives in South Africa and drives a Fiat 126. The poor lad had to go home and put his feet up for the rest of the day.

Oh, your Trainspotter's in the post. **Ed.**

DOUBLE CRAP

Ha, I've got you this time! In the Tipshop of the October issue, the crap tip is printed twice.

Anon,
St Helens, Merseyside

I know, it all happened before I was Ed and it was Linda's fault. All that witchy music she's been listening to has affected her brain. She's on holiday as I write, let's just hope that the break does her good. **Ed.**

CONFUSION CITY

I claim a Trainspotter. In issue 70 on the Mag 7 covertape it says that *Nigel Mansell's Grand Prix* is a playable demo but in the mag it's a complete game. So send me a Trainspotter, please!

Iain Marsh
Evershot, Dorset

Again, this all happened before I placed my bot in the Ed's chair. I can't make excuses for other people so I'll just blame Linda (cos she's on her hols and can't complain)!

Iain, how would you like a Trainspotter? **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Femto has been in court this month. He's suing top Hollywood names over some films he made a while ago. He claims that his ideas were nicked and used for the blockbusters that are currently showing at a cinema near you. Here he is, furious, and with his briefs under his arm...

The swines stole my films! I left them at the chemist for an hour and when I got back they'd gone. And a few days later all these 'original' movies appeared! It's a disgrace!

For example, as I'm Commander-in-Chief of my local Neighbourhood Watch, I recently took a loads of snaps which I entitled Prints Of Thieves. *Kevvy Costner (who I thought was a pal) was seen in Boots later that day, and that was that.*

I also planned a slideshow for the Ramblers Association about the dangers of Greek food in midnight feasts. It was nabbed too, so before you see the movie, remember that In Bed With My Doner *was nicked by that fit Italian girl!*

My educational 8mm film about coping with money, entitled Overdraft *appeared (with a couple of fiery bits added) as* Backdraft, *and a documentary about my little nephew Bimto being chased by a flock of sheep (which I called* Violence Of The Lambs*), was filched by my ex-neighbour Anthony Hopkins. Hollywood? It's just a field of stolen dreams. Right. On to a letter.*

Dear Femto
I read last month that you had a large garden. Could I interest you in some ornaments? I've got many slightly-damaged large figurines (some with beards), a crate of red dust sheets (with yellow, er, mallet and bendy knife motif in top-left corner) and some secure mobile homes (complete with tracks, rotating turret and 125mm guns). Order over 1000 and you get a free loaf of bread.

B Yeltsin
St Petersburg,
Surrey

Hey, you're not related to B Yeltsin the famous Belgian helicopter impressionist, are you?

See you next time (and remember, keep those letters coming - we're saving up for a guide dog so we need the stamps),
Femto

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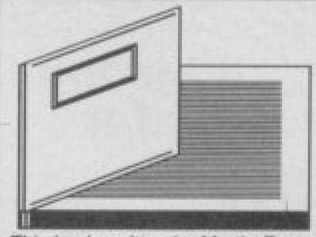
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YS ADVENTURES



Good old TIM KEMP, all his mail turned out to be requests for solution sheets. Luckily, he didn't let it bother him too much!



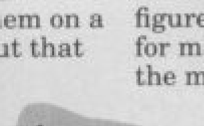
I might as well kick off this month's Adventure Column with some good news. The majestically wonderful Ed (ahem) has seen the light and increased said column from a measly two, to a more respectable, three pages. Hurrah! This will enable me to review more games, print more coupons, dish out more help, etc, etc. But enough of this idle chit-chat, what's new this month?

Well, **Gordon Inglis** of **GI Games** has secured the rights to some of the best spoofs ever produced. The games in question were written by Fergus McNeill in those far off days when some adventures were treated in the same way as arcade games, with big budget releases from big budget companies! All the classic titles like *Bored Of The Rings*, *The Boggit*, *Quest For The Holy Joystick*, *Robin Of Sherlock* and The *Big Sleaze* are in the GI Games catalogue. Gordon's also got hold of *The Dragonstar Trilogy* which must have passed me by the first time. Five of the eight releases are three-part games, but the good news is that they all retail for the ridiculous sum of just £1.99 each. All titles are available from GI Games, 11 West Mayfield, Edinburgh EH9 1TF. When ordering, make sure you make your cheques and postal orders payable to Sandven Ltd. (That's GI's parent company.) Overseas customers add £1 per game to cover the extra postal costs. If you're wondering what Fergus is up to nowadays, he's involved in the production of CDTV titles! So now you know. (Clear as mud, eh?)

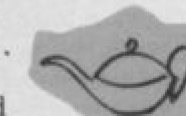




Phil Glover of 43 Ferndale Road, Hall Green, Birmingham, West Midlands B28 9AU, is a Spectrum adventure player with a difference... he plays them on a SAM Coupé! It turns out that loads of 48K Speccy adventures will transfer over to the SAM and run via one of the several SAM software Spectrum emulators that are available! However, the main reason why Phil wrote is cos he's hoping to set up a SAM adventure club sometime in the not too distant future! The club will also have a disk-based magazine containing SAM adventure related news, info, articles, screenshots, help and an updated list of what 48K Speccy titles work on the SAM. If you're at all interested (and own a SAM, obviously), then write to Phil with an sae and he'll fill you in!



Now this next item might seem quite odd, but it's perfectly sane to my (admittedly feeble) mind! First off, do you map the games you play? Of course you do. But, how do you keep track of where you are on the map in relation to where you are in the game? Ha! Got you there, haven't I? Well, a triff solution to that very problem comes in the form of 25mm fantasy figures! Y'see, they're perfect for marking your position on the map. With this in mind, I've tracked down a person who provides a painting service for said 25mm, white metal fantasy figures! His name's **Dave Wheatley** and his address is Rainbow Minatures, 1 Drumgarron Cottage, Penkiln Farm, Garlieston, Wigtownshire, Scotland DG8 8AB (tel 09886 682). Due to the time-consuming nature of painting the figures, they don't come cheap. But what d'you expect, they're minature works of art! Basic 25mm, painted figures start at £3.35 plus 50 pence for p&p (and 10 pence for each additional figure). Your best bet is to contact Dave and he'll give you more details.

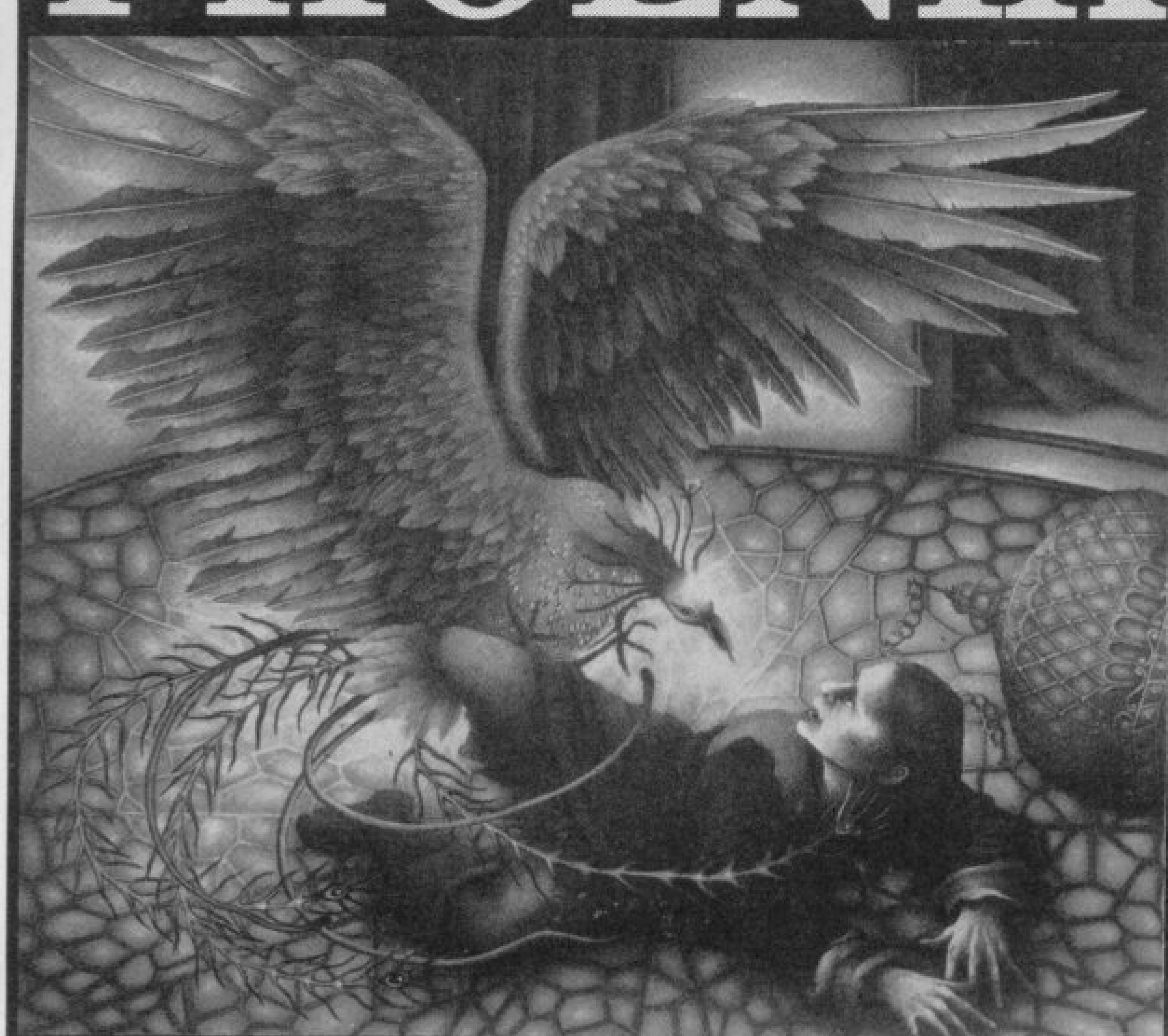


In the meantime, Dave has kindly donated five assorted painted fantasy figures for a competition. If you fancy a figure of your very own just answer the following question. Which famous artist painted *Guernica*? (Tricky, eh?) Write your answer, name and place of habitation on the back of a postcard and address it to *Call That Art?* Compo, *YS* Adventures compo, *YS*, 29 Monmouth Street, Bath, Avon BA1 2BW. Entries must be in by the 15th of December 1991.



This rather lovely picture is called Guernica. If you know who it's by then you could enter this month's adventure compo!

PHOENIX



Before I start, here's a little warning: if you're of a nervous disposition, play this game at your peril!

Anyway, *Phoenix* begins before your death! Sounds odd I know, but it's pretty simple really. Y'see, the storyline tells of your death, which is followed by a trip to Limbo and then your recruitment into the ranks of the immortal souls who are known as the Champions of Chronos. You are now committed to the fight against evil, whether you like it or not!

The central theme of the game is one of rebirth, hence the name of the game. For your first job as a Champion of Chronos you're dispatched to another time and place. *(Gosh! It's just like* Doctor Who. *Ed)* You are reborn between the twin villages of Finvarra and Dunatis, dressed in black and carrying a knife. Your job is to seek out, and destroy, something called The Abomination.

Your initial path towards Finvarra is clearly marked. Everything is deathly quiet, no birds sing and no furry animals cross your path. It's actually quite peaceful! But (but!) you soon come upon a vile sight. There, at the roadside, stands a hell-spawned demon (one of The Abomination's minions) happily ripping a villager to shreds. Earlier in the game you might have wondered why the villagers of Dunatis weren't very friendly, when you reach Finvarra you realise why. All the men and women have disappeared leaving only the tormented children. Those nasty demons have afflicted the children with all manner of devilish ailments from facial warts to full blown, ectoplasmic possession!

The only way you can help is by destroying The Abomination. Most of the game's problems centre around finding cures for the children which are based on old wives tales, myths and legends. But don't worry if your knowledge of such things is a little, erm, limited. All you have to do is pay a visit to Hubert the Hermit! Not only is he the sole adult to have escaped the wrath of The Abomination, he's also a wise man, psychic, mystic and fortune teller to boot!

One of the game's strong points is that the various messages you get (from examining things and speaking to the children etc) tend to hint at what you need to do next without giving too much, or too little, away. But there are times when a bit of knowledge about Norse myths and folklore would come in handy!

Each child cured leads you either to ways of discovering another cure, or to methods for dealing with The Abomination. Mr Abomination hovers around the village green, you can't miss him – he's the colour of disease and the shape of a nightmare! Oh, and he's impervious to attack.

Phoenix has got one of the best endings I've ever seen. It's also one of the most interesting and well-constructed serious adventures that I've played since Games Workshop's *Tower Of Despair.* (If you liked that, you'll love *Phoenix*!) Its strong language and gory descriptions might offend some, but it is just a game. Actually, it's more than that – it's a great game.

Title .... *Phoenix*
Price £1.99
Publisher................. Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX

TEXT
VALUE
PERSONAL RATINGS

ZENOBI GO COUPON CRAZY!

Zenobi Software are offering you any of the following four games (or indeed, all of them) at the special price of of £1.49 each: *Behold Atlantis*, *The Legacy*, *Eclipse* and *The Lost Temple*. All four games were written by Laurence Creighton using Gilsoft's *Quill*.

And here's something extra special for +3 owners – four fabulous Zenobi disk compilations for just £4 per disk, that's a saving of a quid on each compilation! ***Balrog's Big Disk*** features *Crack City*, *Stalker*, *Infiltrator*, *Pawns Of War*, and *The Case Of The Beheaded Smuggler*. ***Another Big Disk*** with *The Pendant Of Logryn*, *The Miser*, *Bog Of Brit*, and *The Menagerie*. ***Yet Another Big Disk*** contains *Agatha's Folly*, *The Jade Stone*, *Arnold The Adventurer*, and *Teacher Trouble*. Finally, ***Even Another Big Disk*** is the latest in the *Big Disk* series and features *The Darkest Road*, *Kobyashi Ag 'Kwo*, *Methyhel*, and *Theseus And The Minotaur*.

The final Zenobi offer this month is a 99 pence saving on Mike Gerrard's *One Of Our Wombat's Is Missing*. So it could be yours for just £1. Worra barg!

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.

FROM:

Name ....

Address..

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Postcode ....

I enclose my cheque/postal order for £......... (Overseas customers should add £1 to cover the extra postal costs, or an extra £2 for airmail.) Please send me the games that I've marked below...

- ☐ *Behold Atlantis*
- ☐ *The Legacy*
- ☐ *Eclipse*
- ☐ *The Lost Temple*
- ☐ *Balrog's Big Disk*
- ☐ *Another Big Disk*
- ☐ *Yet Another Big Disk*
- ☐ *Even Another Big Disk*
- ☐ *One Of Our Wombat's Is Missing*

Thanks!

A SOUPÇON OF COUPONS!

RED HERRING ADVENTURE MAGAZINE OFFER

I've mentioned *Red Herring* before now, it's a stonking fanzine and you really should have a copy!

Just fill in the coupon and save 45p! (I'm afraid this offer's only open to British and European readers. Sorry.)

TO: Marion Taylor, *Red Herring*, 504 Ben Jonson House, Barbican, London EC2Y 8DL

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Name...

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Here's my cheque/postal order for £2.50, please send me a copy of your fab fanzine.

I've told you all about GI Games elsewhere in this column, they've got 18 titles and this coupon entitles you to a 50 pence saving on any of the following games... *The Extricator*, *Energem Enigma*, *Castle Adventure*, *Mission X*, *Mansion Quest* and *Desert Island*. Cheques or postal orders should be made payable to Sandven Ltd.

TO: GI Games, 11 West Mayfield, Edinburgh, Scotland EH9 1TF

FROM:

NAME...

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POSTCODE...

In this envelope you'll find a cheque/postal order for £ .... Please could you send me the games that I've clearly marked at the cost of £1.49 (including p&p) each...

- ☐ *The Extricator*
- ☐ *Energem Enigma*
- ☐ *Castle Adventure*
- ☐ *Mission X*
- ☐ *Mansion Quest*
- ☐ *Desert Island*

Thankie-dankie!

TREASURE ISLAND

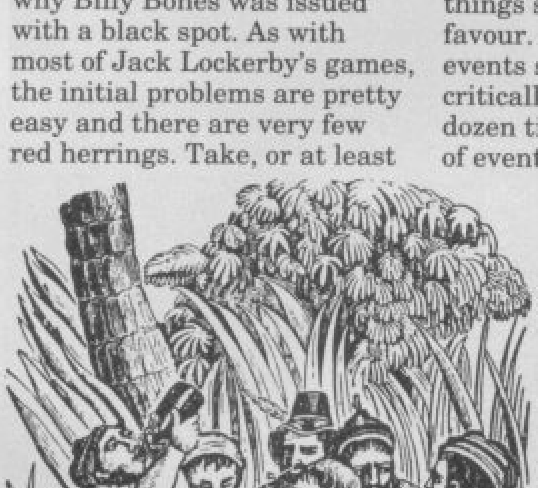


Treasure Island is the new adventure from the pen of Jack Lockerby and, unusually for Jack, he's sought inspiration from Robert Louis Stevenson's novel for his latest work. Will it measure up to his others?

Should anybody be unfamiliar with the book, the plot concerns a young lad called Jim Hawkins (that's the character you play) who gets into all sorts of bother with pirates, treasure, maps, parrots and the like. Your problems really begin when, due to your father's ill-health, you have to take over the running of the Admiral Benbow Inn. The Benbow is the haunt of cut-throats, smugglers, thieves, vagabonds and pirates. One night, an old salty seadog by the name of Billy Bones comes to stay at the Admiral Benbow and asks you to keep a look-out for a dreaded one-legged seafarer.

Soon after, you're visited by two pirates, Black Dog and Blind Pew, neither of whom have a wooden leg. Billy Bones gets into a bit of a scuffle with these two undesirables and falls to the floor. You go over to take a look at him, he's clutching a black spot and he's very dead. But, what's a black spot? Only a piratical summons, that's what!

Now the game really begins with you trying to find out just why Billy Bones was issued with a black spot. As with most of Jack Lockerby's games, the initial problems are pretty easy and there are very few red herrings. Take, or at least make a note of, anything you discover.



Blind Pew and his smelly mates return to the inn to look for whatever it was that Billy had that they wanted. If you've done all the things that the instructions tell you to, then things should work out in your favour. You need to act fast as events seem to be timed quite critically. It took me at least a dozen times to get the timing of events right. (The RAMSAVE feature came in very handy, I can tell you!)

It's a two-part game and the object of Part One is to collect as many objects as possible and then board The Hispaniola which will take you to Treasure Island itself. Jack's added loads of extra problems, which makes the game more than just a straight adaptation from the book.

The second part seems to be more recognisably based on the book and, although it's not completely necessary, I think it's probably a good idea to read the book just for the hell of it. Part Two's also more object based and there's loads to do, see, collect and ponder over. There's also a fair bit of character interaction but it's all kept pretty simple. It'll be a while before you come close to finishing Part Two, as it's certainly harder than the first part. (Which is how things should be!)

Jack Lockerby has managed to keep the basic adventurous element of the book alive, while at the same time he's added his own brand of adventuring to the proceedings. The end result is another fine game!

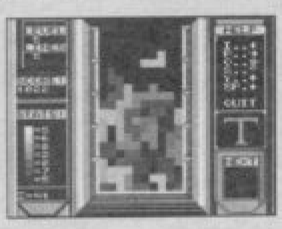
Title .... *Treasure Island*
Price ....£2.49 tape/£3.49 disk
Publisher ....Zenobi Software. 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX

TEXT	■■■■■■■□□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■■□□

THE YS TOP 100 SPECCY GAMES OF ALL TIME (EVER!)

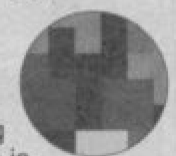


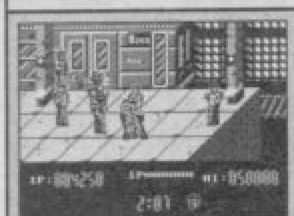
Yo again Spec-chums, and welcome to the latest installment of 'The 100 Oldest, er, make that Greatest, Speccy Games Of All-Time'. It's all beginning to get a bit much for me if the truth be told, but if I keep getting brilliant letters (like the one I got from 'BB' of Bromley last month) I'll probably make it through to the end. So enjoy this month's blasts from the, er, past, and if anyone knows any new synonyms for 'really good', do you think you could possibly send them to me?



49. TETRIS (Mirrorsoft)

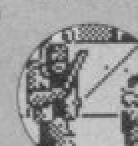
Yes, it's the game that makes Amiga and ST owners look at your Spectrum with real jealousy, 'cos the Speccy version of this classic Russian reaction-tester out-performs the 16-bit ports every time. In avoiding the temptation to dress the game up unnecessarily with complicated graphics and pointless shimmering backdrops, Mirrorsoft made sure that *Tetris* on the Speccy captured all the pure compulsion of the original without distractions. Even though it's since been done a dozen times on the big machines, the Speccy version is still the best computer *Tetris* you can buy.

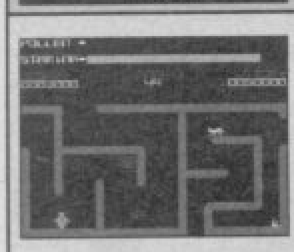




48. RENEGADE (Imagine)

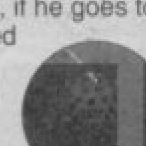
Never mind your *Final Fights*, never mind your *Way Of The Exploding Fists*, never mind your *International Karates*, this is comfortably (if that's the right word) the most brutal beat-'em-up there's ever been. Eye-watering knees-in-the-groin, sickeningly vicious headbutts, enemies ganging up to hold a player's arms while someone else punches the living daylights out of him, and the player retaliating with flying kicks at speeding motorcycle riders. (Don't try this one at home kids.) And all without the slightest danger of ending up in Casualty – what more could you ask?

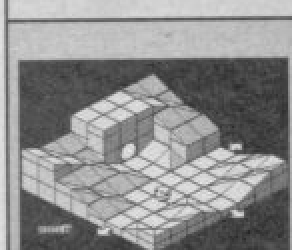




47. ANTICS (Bug-Byte)

There's no shortage of games which call on you to rescue someone or other. Most of them simply ask you to battle through a hostile scenario and reach your goal, at which point everything magically becomes alright. However, in *Antics* when Barnabee (the bee) reaches his kidnapped cousin Boris (the, er, bee), the story is only half-complete. Barney has to guide the weakened and slow-moving Boris all the way back to the start again and, if he goes too fast, poor Boris gets all confused and lost. The frantic rush to go slowly (if you see what I mean) against a tough time limit makes this just about the most heart-wrenching game in the world. Aw shucks.

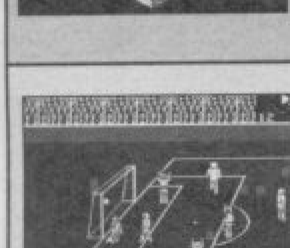




46. BOBBY BEARING (The Edge)

Or *Spindizzy* with balls. This absolutely beautiful game never achieved the success it deserved for reasons which are a complete mystery to me. It's another *Marble Madness* lookalike, but whereas *Spindizzy* was all sharp angles and sudden edges, Bobby featured properly rolling balls, round tunnels, curved surfaces, and much faster-moving gameplay. Funnily enough, it also called on you to act the good shepherd and herd other characters around. If pushing a marble across a curved slope with another marble (while contending with moving blocks, nasty enemies and sudden gusts of wind) sounds like a tricky proposition to you, then you're halfway to understanding what made this game so addictive. Viciously loveable.





45. INTERNATIONAL MATCH DAY (Imagine)

'There's only one *International Match Day*, one *International Maaatch Day*, there's only one...' It doesn't really work, does it? *(No, not really. Ed)* All the same, there is only one *International Match Day*, and it's the best (but least well-known) of this incredibly popular series of Spectrum footie games. *IMD* was slicker than *Match Day* and more playable than *Match Day 2* but, unfortunately, it was only available for the 128K machine. It's still well worth searching out if you're a 128 Spec-chum in search of the ultimate soccer experience. *Kick Off*? *Gazza 2*? Don't make me laugh.

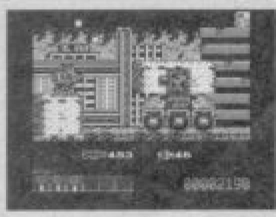




44. RESCUE (Mastertronic)

A classic budget game, there isn't really anything outstanding about *Rescue* at all. The graphics are great but not outstanding, the sound is zappy but nothing remarkable, the number of rooms and so on isn't anything out of the ordinary, and the runaround-arcade-adventure-zapping-collecting-and-rescuing (obviously) game design has been seen a thousand times before. So why exactly do I love it so much? To tell you the truth I'm not entirely sure. Until I can put it into words, just trust me. I just know I'm right.

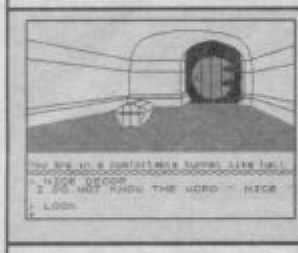




43. MIDNIGHT RESISTANCE (Ocean)

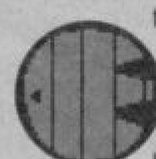
These days coin-op conversions on the Spectrum tend to be production-line churn-'em-outs that are nothing but pale-faced mumbling shadows of their ST and Amiga counterparts. What a rare pleasure then, to see one turn out as good as this. Programmers Special FX refused to take the easy way out and do yet another monochrome yawnerama. Instead, they gave us an action-packed blaster which positively glowed with 8-bit pride, not to mention lovely colourful graphics stuffed with life and character. This is the game that proves the Speccy can still compete with anything.





42. THE HOBBIT (Melbourne House)

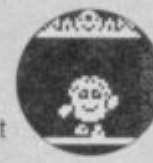
Oh goodness, it's an adventure! Well, it had to be done. The Speccy's first successful adventure is also, to this day, one of the best. Converted faithfully from the book with all the characters present and correct, *The Hobbit* perplexed gamers for months on end. Luckily, it was so rewarding that players stuck at it 'til the end. It's also the game that introduced the phrase 'Thorin sits down and sings about gold' into the national consciousness. No, I don't quite understand it either, but that's adventure fans for you.

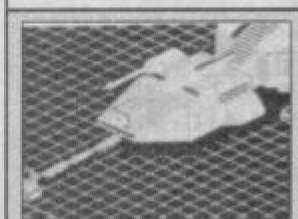




41. FANTASY WORLD DIZZY (Code Masters)

Of all the *Dizzy* games, I decided to put this one in the chart because of the character interaction, the well-balanced puzzles, the charming atmosphere, but mostly because of the broad Glaswegian accent on the speech sample at the beginning. *(Are you trying to tell me you're Scottish Stuart? Ed)* All the adventures of the world's cutest egg are great games, but this one mixes together the best attributes of each one to the best effect. It's also the game which finally made budget software (not to mention CodeMasters themselves) respectable.

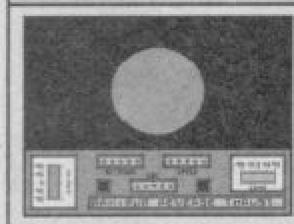




40. HIGHWAY ENCOUNTER (Vortex)

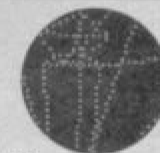
Costa Panayi was quite possibly the Speccy's biggest ever cult programmer. From humble beginnings with *Android 1*, he built up a catalogue of incredible games that took the Spectrum closer to its limits with each succeeding release. The stunning, colour-filled 3D graphics and game plot (in its basic concept) predated the 16-bit smash *Lemmings* by five years. So tricky that only the most dedicated of gamers ever saw the last of the 30 screens of zapping-and-puzzling action, but every second of effort was a joy.

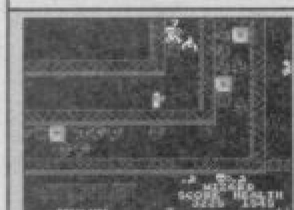




39. MERCENARY (Novagen)

Jon Pillar recently reviewed this as a budget re-release and gave it 99%. I'm not arguing. Paul Woakes' epic of espionage, sabotage, trading and blasting has an atmosphere of electric tension and suspense which belies the simplistic look of the vector graphics. *Mercenary* is clean, sharp, fast and deep enough to keep you playing for weeks. What's more, it was visually indistinguishable from the 16-bit versions but with the kind of playability you only ever seem to get on the older machines. Now, more than ever, don't miss it!

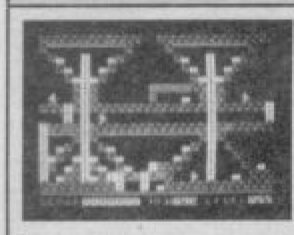




38. GAUNTLET (US Gold)

Do I really need to tell anyone about *Gauntlet*? The arcade's four-player epic of dungeon-and-dragon slaughter-filled mayhem transferred to the Speccy better than anyone had dared to expect. US Gold managed to cram every last level of the original game in with the aid of the least intrusive multiload in history. As a recreation of the coin-op's feel, it hasn't been bettered to this day. As a game in its own right, it's as great as it ever was. One of the true milestones of Spectrum gaming.

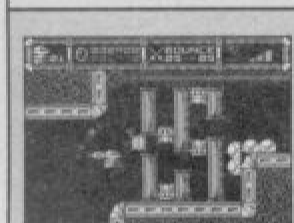




37. LODE RUNNER (Software Projects)

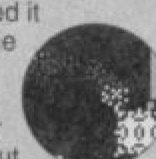
It doesn't really look like one of the greatest Speccy games ever, does it? What with those character-square red-and-black bricks with tiny little white stick figures running around it. What you probably don't know is that *Lode Runner* is just about the longest-running computer platform game in the world, with roots going right back to the Apple (ask your grandad), and all the way up to the Game Boy. A game doesn't last that long without being something pretty special and *Lode Runner*'s just that. Actually more puzzle game than platformer, it's just one of the most addictive things ever. That's all.

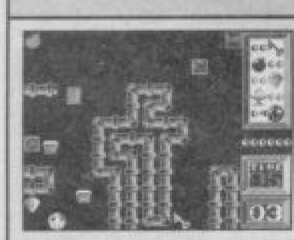




36. CYBERNOID (Hewson)

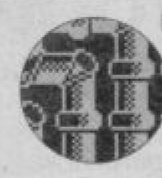
Remember what I said about Costa Panayi? Well, forget it, because Rafaele Cecco was an even bigger cult. *(Cult figures, eh? Here one minute, gone the next. Ed)* The difference is that poor Raf only ever wrote one really good game, and this is it. It has to be said that flip-screen shoot-'em-ups with add-on weaponry aren't the stuff which legends are usually made of. But the imagination, playability and attention to detail of this one lifted it way above its origins and into the realms of the unforgettable. It's worth getting just for the huge maces which swing around your ship and pulverise everything, but it's a fab game too.





35. I, BALL 2 (Firebird)

Originality is something you don't see much of in the budget world. Great though they can be, budgies tend to be simple rehashes of previous successes. This game however, broke the mould and later inspired programmer Tim Closs to write one of the best 16-bit games ever, *Kid Gloves*. Basically a puzzle game, *I, Ball 2* gleamed with slick presentation and imaginative design, and all for £1.99. Don't blow 12 quid on this month's latest crappy licence, scour the bargain bins and find yourself a copy of this instead. I promise that you won't be dissappointed!

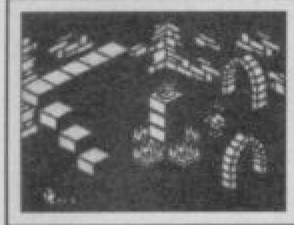




34. DEUS EX MACHINA (Automata)

Probably the most ambitious software project ever. Automata managed to stuff two loads full of stunning graphics and a synchronised audio soundtrack. (Which included real stars like Frankie Howerd and Jon Pertwee.) They added a madly over-the-top story of totalitarianism and genetic engineering to get *Deus Ex Machina* – an experience the like of which had never been seen before or since. Genuinely affecting and disturbing at times, this is software as art.

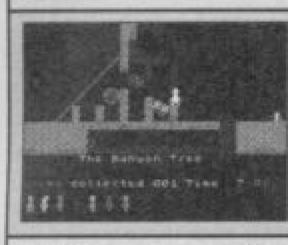




33. KNIGHT LORE (Ultimate)

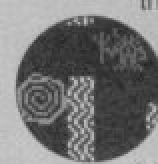
We're really getting into 'legend' territory now. *Knight Lore* pioneered the 3D isometric graphic style, later to be imitated into oblivion by a hundred lesser designers. It took Spectrum graphics into a whole new world, and up to a level which simply hadn't been believed possible, even by the machine's creators themselves. The game was (conveniently) brilliant too, and the traditional Ultimate polish gave the whole thing a shine which was almost blinding. Revolutionary.

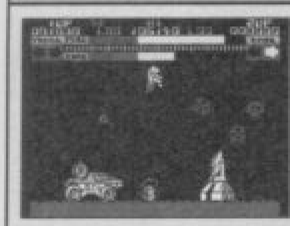




32. JET SET WILLY (Software Projects)

This was probably the Speccy's most eagerly-awaited title ever. Impatient gamers besieged shops for months until it finally appeared, and no-one was disappointed. It's a superficially simple platform epic (set in Willy's surrealist mansion) with some of the most tortuous timing traps in the history of computer gaming, and a genuine 'being there' feel which has rarely been topped. It looks a bit slow today, but the superlative gameplay will soon make you forget about that.

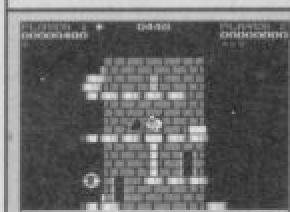




31. LUNAR JETMAN (Ultimate)

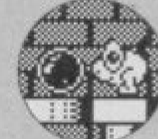
"We triumph without glory when we conquer without danger", said the French dramatist Pierre Corneille in 1636 and you know, I like to think that when he said it he was thinking about *Lunar Jetman. (Don't be such a swot. Ed)* Ultimate's incredibly tough moon-based alien-stomper was their first attempt at a game using the Speccy's expanded 48K (wow!) memory, and what a stonker it was too. Hugely clever and funny, it was also the game which you simply had to be able to play if you wanted to have any peer status at all in 1985. Funny the way things turn out isn't it?

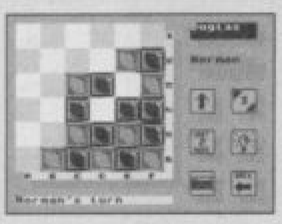




30. NEBULUS (Hewson)

Here's another game which (with versions newly out for the NES and Game Boy) looks like transcending machine boundaries for years to come. John Philips' beautiful tower-ascending game featured amazing rotational scrolling, but the truly staggering thing was that it was overshadowed by the overwhelming addictiveness of the absurdly simple gameplay. Climb up, fall down, climb back up again and that was about it. It just goes to prove (if there's still anyone out there who doesn't believe it) that the simplest ideas are always the best.

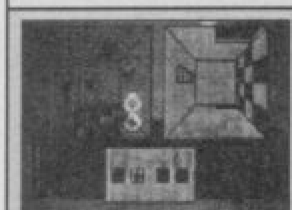




29. THINK! (Ariolasoft)

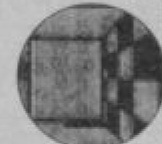
"We all are born mad. Some remain so. Especially if they've been playing *Think!* for any significant period of time". So said top twentieth century playwright, Samuel Beckett (sort of). And he was right too, because this 'board-game-that-you-couldn't-play-on-a-board' is one of the most brain-torturing ever devised by a mere mortal. The whole balance of the game can alter with a single move, and if you can beat the computer you've done something to be proud of. *(Woo! Party time! Ed)* Take on a friend though, and you've got something which can change the look of your face. If you're going to play this with a chum, take your boxing gloves...





28. DEACTIVATORS (Reaktor)

Most puzzle games rely on their simplicity to be instantly graspable, but *Deactivators* glories in complexity. Computer games have taken some strange approaches to bomb disposal, but having robots roving around in strange gravitational fields throwing the things through windows to each other has to be the most ridiculous yet. It was all so tensely gripping that players were completely hypnotised. If you're after some seriously weirdo cyberpunk thrills, give *Deactivators* a try.





27. SUPER HANG-ON (Electric Dreams)

Do you sometimes feel a need? A need for speed? Well, sod off. We don't want any of that Tom Cruise nonsense round here, we're all too busy having fun playing this immensely wonderful motorbike racing game to be bothered with any dim-witted macho posturing. *Super Hang-On* is even more thrilling than going for a ride with Andy O, and that's really saying something. Fast, slick and stomach-churning, this is the real thing brought to life on a Spectrum with a vengeance, and with some pretty damn spiffy graphics to boot. If you were born to be wild, grow up with this.

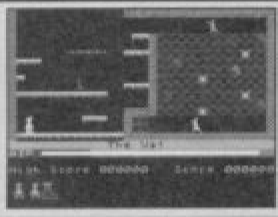




26. LIGHTFORCE (FTL)

It's a terrible pity that these screen shots are in black and white, cos *Lightforce* boasts the best use of colour in a Spectrum game there's ever likely to be. FTL managed to pack this brilliant vertically-scrolling shoot-'em-up with more colour than is actually physically possible on the machine, and made it one of the very few Speccy games ever to truly have the feel of an arcade game. *Lightforce* plays as good as it looks. Lots of games can claim such an accolade, but this is one of the few where it's actually a compliment.

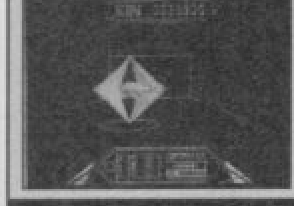




25. MANIC MINER (Bug-Byte)

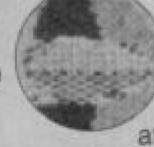
It grieves me that some of you haven't heard of this. The first real Speccy platform game, *Manic Miner*'s character, sense of humour, brilliant design and mammoth addictiveness (in fact, it's even more addictive than a mammoth) made it one of the first true computer gaming legends. It's still a great game, almost nine years later, and I doubt if we'll be able to say the same of any of today's games in the year 2000. Come to that, in the year 2000 I'll probably still be playing *Manic Miner*.





24. STARSTRIKE II (Realtime)

Realtime made a name for themselves with *Starstrike*, their excellent clone of the arcade game *Star Wars*. But this sequel improved on even the coin-op. The fast-moving 3D graphics are, with the possible exception of the Freescape games, the most impressive the machine's ever boasted. It took *Star Wars* a step further and added a non-intrusive strategy element. Stunningly impressive, stunningly atmospheric, just generally stunning.



But what's at number 23?

Sorry, but you'll just have to wait until next month. Adios till then.

THE CHARTS

IT'S ALL PART OF LIFE'S RICH PAGEANT!

FULL PRICE

1	(NE)	*Terminator 2*	Ocean	88° *YS* 71
2	(NE)	*Rainbow Collection*	Ocean	92° *YS* 70
3	(2)	*Manchester Utd Europe*	Krisalis	79° *YS* 69
4	(1)	*Hero Quest*	Gremlin Graphics	86° *YS* 65
5	(4)	*F-16 Combat Pilot*	Digital Integration	92° *YS* 60
6	(7)	*Multi Player SM*	D&H Games	85° *YS* 65
7	(6)	*Big Box*	Beau Jolly	NR
8	(3)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90° *YS* 61
9	(9)	*Viz*	Virgin	76° *YS*67
10	(RE)	*Ghostbusters 2*	Activision	62° *YS*49
11	(RE)	*Hard Drivin'*	Domark	90° *YS* 49
12	(11)	*Back To The Future 3*	Mirrorsoft	82° *YS* 63
13	(RE)	*Gremlins 2*	Elite	72° *YS* 63
14	(18)	*Fun School 3 (Under 5)*	Europress Software	NR
15	(RE)	*SCI*	Ocean	71° *YS*63
16	(RE)	*Fun School 3 (Over 7)*	Europress Software	NR
17	(17)	*Shadow Dancer*	US Gold	85° *YS*66
18	(RE)	*Subbuteo*	Electronic Zoo	81° *YS*59
19	(RE)	*NARC*	Ocean	72° *YS*62
20	(RE)	*Manchester Utd*	Krisalis	74° *YS*55

BUDGIES

1	(12)	*New Zealand Story*	Hit Squad	93° *YS* 70
2	(RE)	*Dizzy Collection*	CodeMasters	90° *YS* 63
3	(NE)	*World Cricket*	Zeppelin	50° *YS* 71
4	(NE)	*Batman – The Movie*	Hit Squad	80° *YS* 71
5	(13)	*The Match*	D&H Games	67° *YS* 71
6	(2)	*Bubble Bobble*	Hit Squad	90° *YS* 69
7	(4)	*Magicland Dizzy*	CodeMasters	90° *YS* 63
8	(3)	*Dizzy Panic*	CodeMasters	49° *YS* 66
9	(1)	*Shinobi*	Mastertronic	85° *YS* 70
10	(7)	*Double Dragon*	Mastertronic	70° *YS* 62
11	(5)	*Professional Footballer*	D&H Games	64° *YS* 69
12	(9)	*Dragon Ninja*	Hit Squad	60° *YS* 66
13	(20)	*Cabal*	Hit Squad	81° *YS* 70
14	(NE)	*Indiana Jones: Last Crusade*	Kixx	79° *YS* 71
15	(NE)	*Miami Chase*	CodeMasters	61° *YS* 71
16	(NE)	*Quattro Skills*	CodeMasters	NR
17	(14)	*MultiMixx 1*	Kixx	83° *YS* 67
18	(11)	*Quattro Cartoon*	CodeMasters	70° *YS* 68
19	(6)	*Slightly Magic*	CodeMasters	60° *YS* 66
20	(NE)	*TT Racer*	Byte Back	NR



He wasn't kidding was he! I'll be back – indeed. Arnie leaps to the top of the charts with a grimace on his face and a large motorbike out the back, just in case any of the upstarts lower down the charts start getting ideas above their station.

Ocean's fantablious *Rainbow Collection* has a made a graceful landing into the charts and plonked its pot of gold at number two, keeping *Manchester Utd Europe* and *Hero Quest* firmly down the bottom of the garden, ermm, chart!



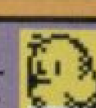
"Uzi?" Oh, that's our Arnie!

THE YS SHED CREW'S fave 5

1. *Rainbow Islands* Ocean
2. *Fantasy World Dizzy* CodeMasters
3. *Nebulus* Hewson
4. *Gauntlet* US Gold
5. *Head Over Heels* Imagine

Strike a light, strewth and tie me kangaroo down sport, this month's Top Five comes from your very own groovesome *YS* team. You see, as a Chrimble treat, Hutch has allowed us to come upwith our favourite Speccy games of all time. Think you can do better? If so...

Send your chart, a pic and your reasons to *The Fave 5* at the usual address!



Lawks-a-lordy. Not exactly the *New Zealand Story*, but the Zoom-up-the- charts-double-quick-time-matey Story. The ever so cute creatures from *NZS* have pole-vaulted their way from number 12 up to the top of the chart, without so much as a bad-egg joke!

Still, at least there's plenty of *Dizzy* activity in there. No less than three of the Dizzyscapades are chilling in the top ten, while Mastertronic's current budgies: *Shinobi* and *Double Dragon*, look like they're making a pretty sharp exit from the nation's best loved and happiest chart. Right oh. See you next month team!

SO HOWZ IT ALL WORK THEN?

Well, it's all jolly simple. The number in brackets is where the game stood last month (with NE for New Entry and RE for Re-entry), the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in. NR means that we've never reviewed it (but we probably will!). Finally, the *YS* Charts are compiled for us by Gallup (so ta very much to them).

ACTION DOUBLE

Challenge Software/£3.99 cass



MEGAGAME

James Aha! I see a spot of strategy looming up! Yes indeedy! Those Challenge peeps have released two strategy games on one £3.99 cassette. And guess what? It's pretty damn spiffy! All right, I admit I'm a fan of strategy games. You know, the kind you need your thinking cap for. If you're not into them, then you shouldn't be reading this, so go and get Mrs. Cartwright's homework done. Anyway, these games...



Side One of the tape has got ***Solar Fire*** on it. This gives you a squad of droids and human Marines, who have to move around the scrolling space-base map, wiping out the enemy. Each guy has about four different weapons, from Light-Sabres to Atomic Guns (and ace they are too). You've got to gang up on the enemy and blast away with everything you've got.



Move your partner to and fro, killing aliens as you go.

The game is run in turns, and you've only got a limited number of action points to use on movement or firing, so the trick is to get into the right position quickly.

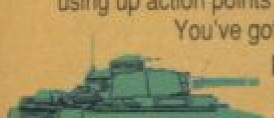
Not only is *Solar Fire* speedy and exciting, there's also a spanky map to explore. It's a kind of cosmic hide-and-seek with loads of blasting, running away and trying to get your friends to co-operate. The game has got a couple of different settings and three skill levels. On the easy bits, you should be able to paste the other dudes, but on the harder levels you'll be dead within a mo.

The graphics and icon-driven system work excellently with the joystick. So shout hurrah and throw your hats in the air!

85°

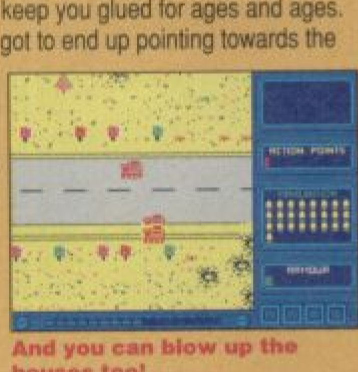
Tanks for the memories!

Tank Assault is similar in that you move your tanks around a scrolling map, using up action points and blasting the enemy tanks that get into your sights.



You've got to manoeuvre all your vehicles into deadly positions and point all your guns at the nasty Russian tanks. Hurrah! Hold on! Aren't they our friends now? Mmm, anyway, when the Russians fall into your skilfull trap, you can blow them all to pieces. It's completely great and the different skill levels and scenarios will keep you glued for ages and ages.

As you move your tanks around, they've got to end up pointing towards the enemy (cos their turrets don't turn, you see). So you've got to plan where the enemy will go next, if you've got it right you can knock the tank out, leaving a big crater. You can also blast the landscape, houses, trees and anything else to bits. Do it right and the battle area will look like the moon.



And you can blow up the houses too!

It's as fast as a cheetah on rollerskates, so you don't have to hang around. The scrolling is a wee bit jerky, but this isn't important. *Tank Attack* is a simple, but very addictive, game. If you fancy some Rommel-type tank warfare, this is a must.

91°

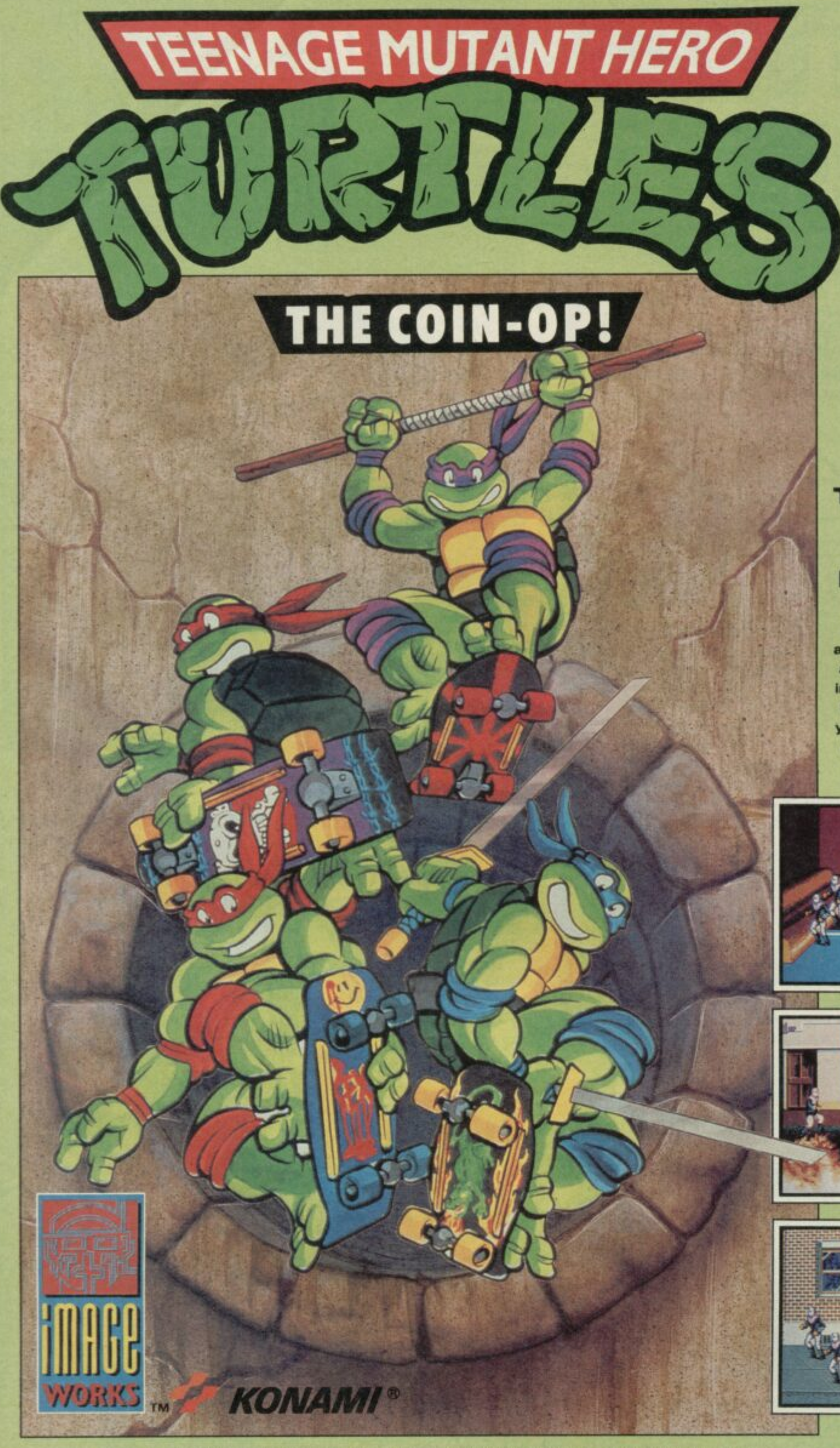
FINAL VERDICT

LIFE EXPECTANCY 93°	ADDICTIVENESS 88°
GRAPHICS 83°	INSTANT APPEAL 89°

DIAGNOSIS

Two games on one tape that are more absorbing than a twin-pack of Dixcel.

90°





THE RETURN OF THE AWESOME FOURSOME!

Now two dudes or dudettes can join forces and double team Shredder™ and his Turtle terminators in a bid to save April™ and Splinter™. Take control of your favourite Turtle in this turtley awesome version of the Konami® coin op.







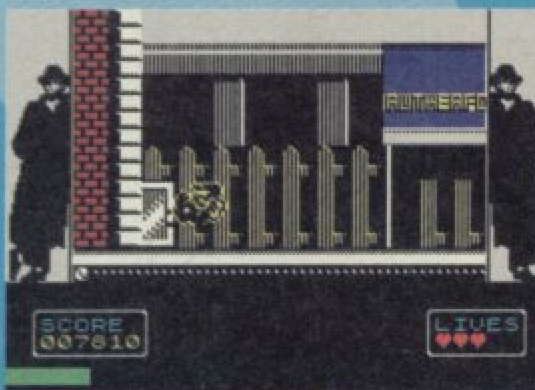
Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 Fax: 071-583 3494

HUDSON HAWK

Ocean /£10.99 cass



James I reckon it's a bit of a duff licence, this one. I mean, Hudson Hawk was supposed to be the new Indiana Jones or something, but the crowds didn't exactly flock to see the movie. But what's the game like? Could it possibly be as crap as the film?



Hudson likes to spend his free time stamping on ants. Here you see him going for the queen.



Well, actually it isn't. It's really rather good. In fact, it's better than a lot of the so-called 'brilliant' licence conversions that come whizzing under the door of the *YS* shed (we haven't had a letterbox installed yet. Hmm, must get that done one day).

Anyway, back to *Hudson Hawk*. What seems to have happened is that Leonardo Da Vinci has had a load of stuff nicked from his house. I can't see how this matters to him because he's been dead for 450 years. Mind you, his relatives would probably be a bit upset. Anyway, someone's certainly upset enough to call in Hudson Hawk. Not the police or a special security company, but someone who looks very like Bruce Willis (sweaty, unshaven and generally manky). Weird, eh?



At this stage it might be a good idea to say that Hudson Hawk is definitely a bloke (not a river or a bird of prey). Despite his appearance and laughable name, he's a do-gooding, adventuring sort of bloke who's quite good at finding stuff that's been nicked from people who have been dead for ages (you know the sort).

Now that he's agreed to take the job, Hudson's got to find the "Sforza" Horse. This isn't just any horse (cos that'd be far too easy), but a special sculpture that Leonardo did one inspired night after he came back from the bingo.

This horsey sculpture has been spotted in a safe on the seventh floor of Rutherfords Auction House. All you need to do is get in there and make your way past security guards, dogs and laser-beam devices. Then find the safe, get it open and walk out with the equestrian statue.

Sounds fascinating. Do continue.

All right, I will. Even though you've got the statue, you're troubles aren't over. Oh, no! To complete Level Two you must retrieve Leonardo's sketch book (known, for some reason, as the Codex). This can be found in the Halls of the Vatican. So the Pope's probably nicked it. Hmm, not like him, is it?

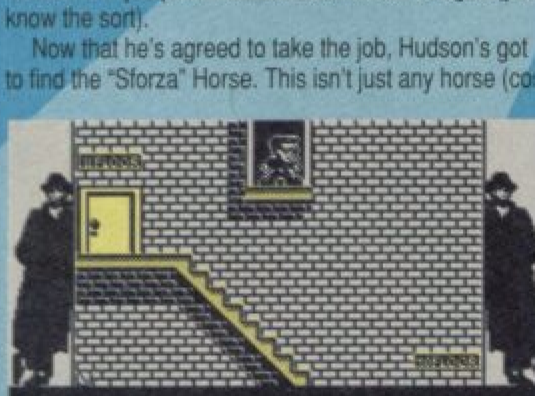
Along the way you meet up with some nuns who seem quite friendly, but appearances are deceptive. These nuns have got bad habits (!), and they'll try and stop you getting the Codex if it's the last thing they do.

Next there's Level Three. Here, you have to enter Leonardo's castle to find the mirrored crystal. I bet you didn't know old Leo had a castle, did you? Well he has. And the weirdest thing about it is that it's built entirely of fun-size Mars bars. *(Now, James, that's a patent untruth. Ed)* That's what being a genius can do for you. If you get this mirrored crystal thing, apparently you can destroy a gold-making machine and put an end to an alchemy operation. Trying to stop you this time are ballooning gangsters, TV-throwing thugs, sloths and rats. Something tells me this is all getting a bit silly, but my sources assure me that this all appears in the film.

Yes, yes, before you say it – I know there are only three levels. And I know it doesn't sound like a particularly large game. What I haven't yet told you is that each level is subdivided into lots of, er, little levels. So you've actually got about ten sections to get through, not three. The great thing about this is that when you die, you only go back to beginning of that section, not the beginning of the level. So there's none of that 'going-through-the-first-bit-again' stuff.

What else? Well, *Hudson Hawk* has got some fiendish puzzles in it. I don't mean just a little bit thought-provoking, I mean mind-blowingly, lateral-thinkingly difficult. For example, on Level One you've got to get through a high window. It's far too high to jump and there aren't any platforms that you can reach either. What are you going to do? Well if you were the real Bruce Willis you'd probably give up and have a car-chase or something, but that isn't an option here.

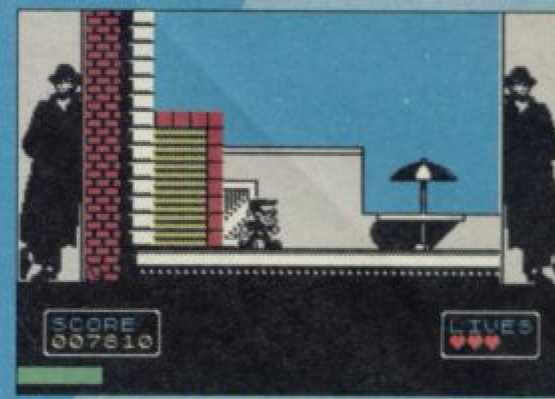
Instead you'll have to just work out the prob. I'll give you a weeny clue, though. Those crates you can see aren't fixed down, so you can push them around. (*That's enough clues. Ed*).



How did he get up here? It's a secret, but I'll give you a clue. It's got something to do with putting things on top of other things. Clear?

What's it like to play then, cleverclogs?

The little Hudson character is very well animated. He reminds me of Arnie in that other Ocean game, *Total Recall*. He's got a trendy hairstyle, Ray-Ban shades and a sharp black suit. If he's running along and you try



As well as looking dead nice, those umbrella things are useful for bouncing up and down on. You can also avoid all the nasties. Hurrah!

to stop him, he does a completely brilliant skid and keeps going for a moment. It's a nice touch, Hawkie looks just like a cartoon character! It also makes the game that bit harder to play. Y'see, sometimes you have to position Hudson quite accurately and the fool keeps skidding around like a toddler on an ice-rink.

There's also a lot of colour around. I don't know about you but I do like a lot of colour in games. It makes them so, er, colourful (in a spooky kind of way). By keeping Hudson himself in black and white Ocean have also managed to avoid any attribute clashes as well, so you've really got the best of both worlds.



Yep, if you're into platform games which call for a bit of mental activity, *Hudson Hawk* could well be for you. That's not to say there isn't any violence. There's loads of people, animals and, er, other things wandering around and getting in your way.

Luckily Hudson is armed with a boxing glove for some serious punching and he's got an endless supply of softballs to throw. These are dead useful for knocking out baddies and hitting things you can't reach, like door-handles and switches.

If you're a die-hard (geddit?) fan of platform games, you might not go a bundle on *Hudson Hawk*. It's a bit slow to play cos of the puzzles, and the baddies don't exactly come thick and fast. On the other hand – it's original, it's fun and I like it. So there.



Get a shave, you sweaty, bald old dweeb. (Oh, it's you Mr. Willis!)

FIVE THINGS YOU NEVER KNEW ABOUT BRUCE WILLIS

1. His real name is Stanley Kirk Burrell.
2. He used to paint aircraft carriers.
3. He doesn't shave much.
4. He sweats a lot.
5. He's also a bit of a slap-head.

FINAL VERDICT

LIFE EXPECTANCY 87°	ADDICTIVENESS 76°
GRAPHICS 81°	INSTANT APPEAL 79°

DIAGNOSIS

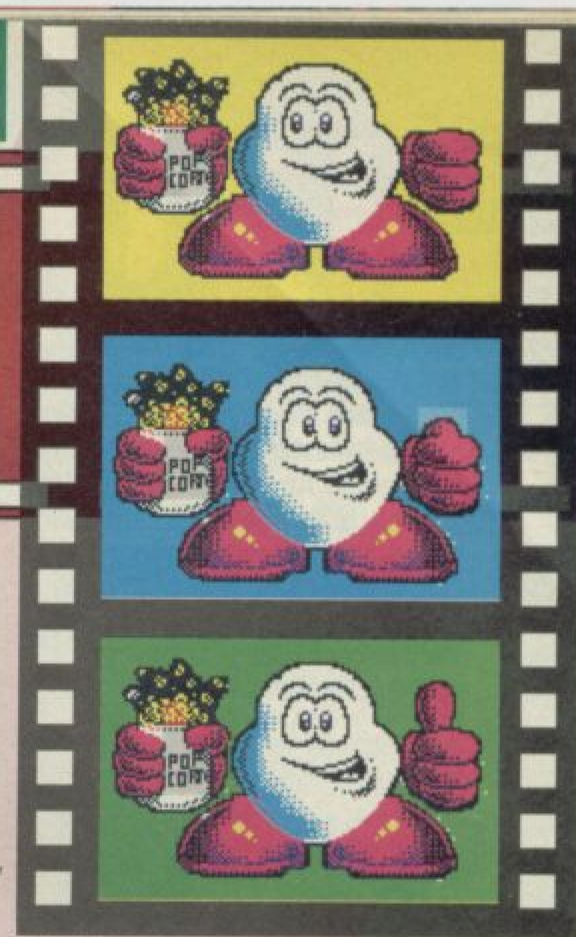
It's big and it's absorbing. Sort of like a fluffy towel, really.

80 60 40 20

80°

YS/CODEMASTERS SEYMOUR GOES TO HOLLYWOOD COMPO

WIN WIN WIN!



Wot a prize, we're giving away a whole satellite! ahem, dish.

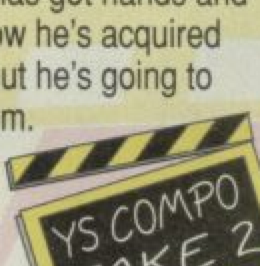
Seymour's going to Hollywood, it's official. Those brainy CodeMasters chaps have created a brand new character who's all set to join Dizzy as a popular cult chappy. As this is Seymour's first outing, the Codies have decided to run a compo with a movie flavour.



So (so!), we're giving away a super-dooper, multi-channel satellite dish with all the trimmings and a subscription to the movie channel so that you can enjoy lots of extra special Hollywood entertainment. We can't promise you that there will be any British films on there, because nobody cares about British films anymore (sob!).

Seymour is a slug. However he doesn't wiggle and ooze his way around the place because this enterprising chappy has got hands and feet. Don't ask me how he's acquired these appendages, but he's going to make the most of them.

Like any walking slug would, Seymour wants a career in Hollywood, home of the stars, the bars and several million cars. So with this in mind he nips on the next Concorde flight to America and embarks on his groovy escapades in the movie capital of the western world.



But what do I do?

Right, Spec-chums here are some movie-like questions. Below this here text you'll find four really silly descriptions of films. All you've got to do is match each silly description to one of the four films listed on the coupon down there (eyes right).

When you think you've worked out which description best describes which film cut out the coupon and whack the whole lot in an envelope, sending it to *"My film knowledge would make Barry Norman look like an elderberry souffle with a headache so bung me that satellite dish sharpish matey"* CodeMasters Compo, *YS* Compos, 29 Monmouth Street, Bath, Avon, BA1 2BW.

A very lonely chap decides that the world's a thoroughly nasty place. He therefore decides to buy himself a really flash motor and cruise around the streets of the city looking for crooks and a late night chemist. He finds all the crooks he wants, but the chemist eludes him to the end.

B Four bored university type chappies embark on a terrifically exciting adventure involving some very weird creatures who they fry with some powerful spud guns and then head back to a really nice house in a car which would best be suited to a doctor.

C Two callous parents desert their loving, caring, generous son and clear off on holiday to wonderful sunny Europe without him.

The little chap gets up to all sorts of adventures including eating the entire contents of the fridge at one sitting.

D Machines are taking over the world, in fact they've all-but destroyed mankind. However they want to do an even better job and so they send back a really hard but very naughty robot who hasn't been built very well and keeps melting all over the place.



RULES

- The poor deluded folks who work for Future Publishing aren't allowed to enter, even if they do come around to the *YS* shed with five huge creamy chocolate buns. Neither can any of the Codies, so there!
- The judge (that's me, the Ed.) has the final decision and there's no arguing, so don't even think about writing pleading letters offering me your Galvatron Transformer.
- Make extra-treble sure that your entries are with us by the 15th of December 1991, or you'll miss out and you wouldn't want that after taking the time and effort to complete the compo.

Dear *YS*, I know my films from my flims and I think that:
Ghostbusters is best described by letter..........................
Terminator 2 is best described by letter..........................
Batman is best described by letter..........................
Home Alone is best described by letter..........................

My thespianish name is..........................
I reside at..........................
....
..........................**Postcode**..........................



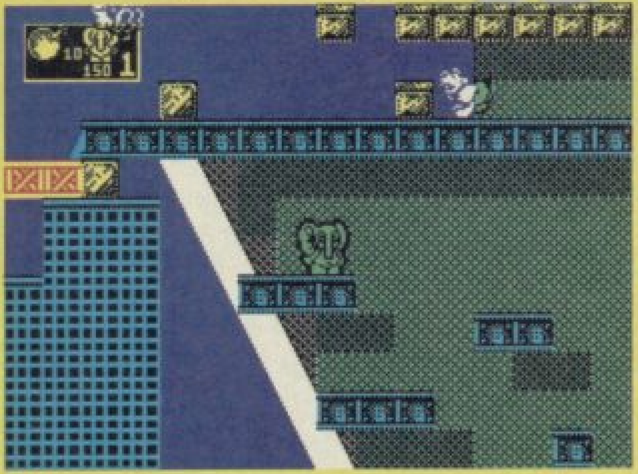
CJ IN THE U

CodeMasters /£3.99 cass only



James Blimey O'Reilly! These CodeMaster type people really are into America at the mo! Not only is Seymour dashing off to Hollywood, but his elephantine chum CJ is following in his slimy slug-trail.

CJ In The USA is programmed by the same team of bods, Big Red Software, but the only similarity between it and *Seymour* is that they're both playable and they're both very colourful. What we've got here is four levels of scrolling platform screenery with you, as CJ, travelling across the States trying to rescue loads of other elephants somewhere in the levels. Believable? I don't think so. Instead of screen-flips (like the *Dizzy* or *Seymour* games), each level is like a huge screen that you can only see a bit of at a time. It works well (it's fast, in other words) but it does make your eyes go funny after a while.

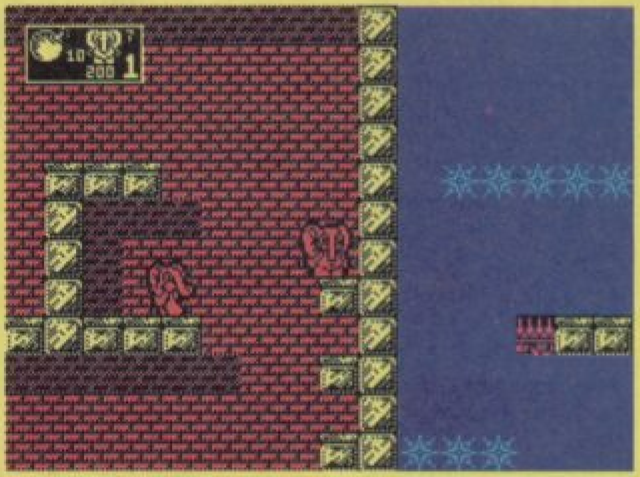


More platforms than Paddington Station, and they're easier to jump off!

If you ignore the fact that CJ, an elephant, is the same size as the rats, pit-bulls and cowboys he meets on his travels across America you'll get on very well with the game. It's playable, fast and has smooth graphics and collision detection. Yep, it's definitely a goody. In fact there's only one thing wrong with it and that's the eye-boggling scrolling. It fair puts you off your trifle! I maybe a bit squeamish, but it makes me, er, feel pukey.

Jumbo jets to America

CJ In The USA is full of nice touches – whenever CJ falls off a platform he opens an umbrella to stop him dropping too fast. Believable? I don't think so. But it looks nice all the same. There are also lifts to jump on and all sorts of spikes and pitfalls to avoid. Everything, in fact, that you'd expect to see in a decent platform game. Another good little, er thing, is that CJ is supposed to be in the USA, so the Codies have put in Mount Rushmore, Disneyland, Cape Canaveral and loads of other USA-type things, just to add that atmspheric, um, atmosphere.



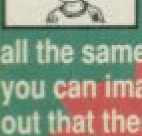
CJ, on the right, collects an elephant. Get 'em all and you've won. Then you can sell the ivory for a swift £500! (Actually, that was a joke!)

So if you're a platform jumping type person you should be well pleased with *CJ In The USA*. It's easy to get into but tough to finish, and the little elephant is sooo cute that it had me in tears on more than one occasion. But as everyone knows, I'm just a big softie. Even



WARS OF THE RO

CCS /£12.95 cass only



James I've always said that roses are pretty stupid things to have wars about. I mean, apart from the colour they're all the same, so what's to fight about? So you can imagine my surprise when I found out that these rosy-type wars were between Lancashire and Yorkshire, and actually started when Richard, Duke Of York, claimed he was King (cos the real King had just had a mental breakdown and believed he was a small forest on the Isle Of Wight).



Oh dear. There's going to be tears before bedtime. Luckily, us blues outnumber those red scum (and we've also got nuclear missiles under our jackets).

Between 1455 and 1485 there were loads of gory battles in loads of blood-spattered, muddy fields. Of course CCS can't show the whole war (well they could, but it'd be a bit of a long game), so they've just chosen seven humungous (and very boisterous) battles, all of which you have to load in separately. You can choose which side to play and, depending on the scenario, one side will have a big advantage (like standing on a hill when the enemies are knee-deep in a marsh or having zillions of archers when the enemy only have a few pointed sticks). But if you play all the scenarios it all evens out. Skill, luck (and quickly inventing the B52 bomber to flatten your foe) should win the day.

If you've played *Cromwell At War* (and you should have done cos it was on our cover casstte a while back) you'll be right at home with *WOTR*. The format is pretty similar to look at and use, but David Stokes (the programmer of both games) has added a huge amount of new stuff like morale and fatigue ratings. This means that when your guys are getting trashed, they feel a bit blue and depressed and want to go back to bed. Then, if you make them run up and down hills, they get tired and demand cans of Lucozade before they go any further. Just like real life.

Eat metal arrow-heads, Lancashire scum!

Perhaps it's just my imagination, but *WOTR* seems lots faster than *Cromwell* and it's certainly a better game overall. The graphics are pretty



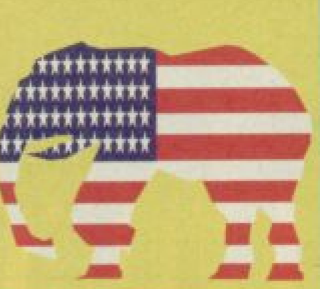
The reds rush through those forests and fields to attack us blues. Right lads, break out the Tornado bombers! That'll teach 'em to attack Yorkshire!

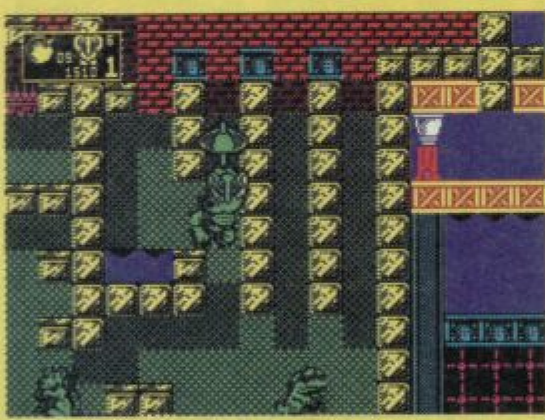
similar except that there's a few more ground details, like improved villages and towns and lots of different army units. They've kept the map in the corner that tells you where everyone is, and there are options which give you lots of info about your forces.

I had quite a bit of fun with *WOTR*, especially when my troops way outnumbered the enemy. I kept my men out of fighting range and just told my archers to let them have it with the arrows. I'd make such a good general, I just have that fighting instinct. *(But, James, you're scared of your neighbour's daschund. Ed)* Ahem, anyway, eventually the girlies gave up and ran away, so it was victory to me (playing Yorkshire, naturellement). Hurrah!

It's a bit specialised and you'll need to settle down with *WOTR* for at least half an hour just to work out

USA





Here he is, the Anneka Rice of the elephant world, fearlessly parachuting between the levels.

those *Andrex* ads have me weeping uncontrollably (and they're not even on TV any more).



FINAL VERDICT

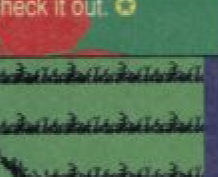
LIFE EXPECTANCY 84°	ADDICTIVENESS 81°
GRAPHICS 79°	INSTANT APPEAL 77°

DIAGNOSIS

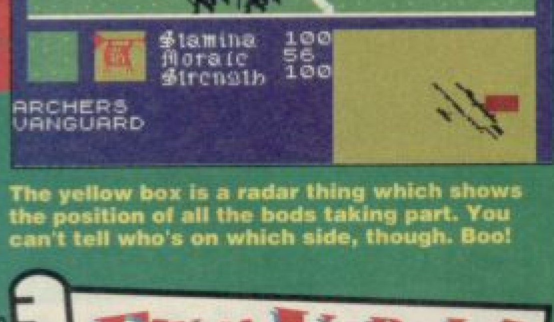
CJ is cute and cuddly but don't be misled – it's a tough, well put-together game.

81°

OSES



how everything works. But if you're vaguely into medieval blokes slogging it out in the rain, and you like a bit of strategy, then this is the game to go for. There's a demo of it on the cassette, so check it out.



The yellow box is a radar thing which shows the position of all the bods taking part. You can't tell who's on which side, though. Boo!

FINAL VERDICT

LIFE EXPECTANCY 81°	ADDICTIVENESS 76°
GRAPHICS 72°	INSTANT APPEAL 71°

DIAGNOSIS

It's history in the making – get it to exercise your brain not your trigger finger!

75°

SKY HIGH STUNT MAN

CodeMasters/£3.99 cass



Linda I don't think I'd make a very good stuntman, there's not enough fame and adulation involved. Take Harrison Ford for example, he's massively rich and he didn't even have to jump over a single log. His stunt double, on the other hand, is languishing in obscurity minus a few limbs or so. Nope, I think I'd rather have a stunt double, thank you very much.

Skyhigh Stuntman is the everyday tale of a bloke (I presume he's male) with a few less brain cells than Timmy Mallett. For a paltry sum of money, this man is willing to risk life and limb just so he can tell all his mates that that's him snogging that chick. None of them will believe him, but life's like that for a stuntman I'm afraid.



Hurrah! I know you can't see it, but I've just blown up a huge ship. The man's right, it was completely amazing!

Take one!



Right, you're now a stuntman. Steven Squealburgh (ahem) has put you on his payroll, but he doesn't want to delve too deeply into his wallet, so you'd better be good. If you destroy too much of his costly (yet somehow strangely unrealistic) equipment, then you'll be chucked out of the nearest cardboard Messerschmitt without a brolly.

There are four stunt sequences in all, each one more terrifying than the last. At least, that's what the tape inlay says. Oddly enough, each sequence looks amazingly unterrifying, beneath you the sea looks calm and unruffled and the beach is unpolluted and inviting. Mind you, they're probably made of gravel and papier-mâché!

Anyway, you're far too busy to be gawping at pretty beach scenes because you've got loads of aeroplanes and gun installations to shoot down. First you're in a biplane, then a balloon, then a Phantom and then a helicopter. Pretty skyhigh, whichever way you look at it! The first couple of levels are easy, but the last one is dead 'ard cos the enemy get themselves sorted and fling bullets at you left, right and centre.



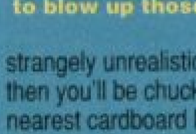
The whole game is supposed to look as film-like as possible. What this means is that the little screen is surrounded by a scroll of film and there's a little megaphone that yells (if you see what I mean) cut and action. It all pretty spanky really. Your plane (or balloon or chopper) is dead clear, you can't miss the explosions and the scrolling's nice and smooth too.



I'm the little yellow chap at the bottom of the screen. I'm just about to blow up those two ships, then I can concentrate on the big gun!

I actually got quite into *Skyhigh Stuntman*. There I was cruising along in my little biplane, demolishing swarms of planes and ships. Old Squealburgh was dead chuffed and gave me lots of lovely encouragement! Thing is, each level's pretty similar and once you've got through one once, you can do it every time. Y'see, the planes, bullets, ships and things follow the same pattern. After a while, it gets a bit dull and you begin to yearn for a nice bit of solid ground. Who knows? If you do your job well, Mr Squealie might recognise your potential and make you a star. Look at Eddie Kidd. On the other hand...





FINAL VERDICT

LIFE EXPECTANCY 79°	ADDICTIVENESS 78°
GRAPHICS 82°	INSTANT APPEAL 78°

DIAGNOSIS

An airborne shoot-'em-up with a film theme. Quite nice really.

80°

TEENAGE MUTANT HERO TURTLES

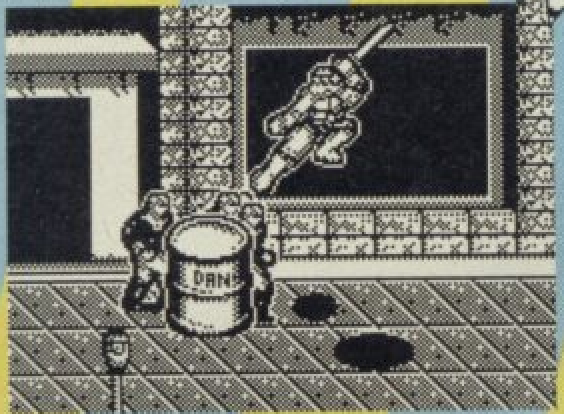


Mirrorsoft/£15.99 disk £11.99 cass



James Who are these Turtles? I've never heard of them. Where do they live? What do they eat? Do they wear headbands over their eyes? I dunno. (*Okay then, James, how come you've got a Turtles pillowcase, Turtles pyjamas and slippers and Turtles seat-covers for the car? Answer that and stay fashionable! Ed*)

Well, all right. I *have* heard of them, but I still don't know all their names. Anyway, here they are on the Speccy, large as life (well, as large as a small cauliflower anyway). The game is a version of the coin-op and you've got to rescue Splinter and April from the clutches of Shredder. All people I've never heard of, by the way.



If in doubt, jump right out! Leaping out of trouble is dead useful, especially when there's lots of attackers.

It's a horizontal scroller with the odd platform chucked in to make things that bit more fun. You have to rush from left to right, killing everybody you meet and, er, that's about it. Occasionally you'll be introduced to some really tough guys (or dudes, as I'm supposed to say cos it's the Turtles). Cos they're so rough, you'll need to use all your hacking, slashing and maiming skills to defeat them.

Obviously you can choose which Turtle to play and each has his own weapon and style of fighting. I haven't got a clue which one uses which weapon, but they're about equal in fighting ability. Oh, and you can also select whether you want two player mode. If you play with a pal the violence quota is doubled, and you've got twice the chance of getting to April. Whoever she is.



That window ledge is brilliant for climbing onto then dropping like a stone onto people's heads!

On with the bodycount!

Once you've set up the game on your faithful Spec, you're plunged straight into downtown New York, where everything is strangely monochrome. You barely get time to sit yourself down and have a nice cup of tea before some nasty men run on. From that moment on it's Fight City, USA as you kick, smack, gouge and punch your way through the levels.



Each Turtle uses his own weapon, but they can all kick, roll around and jump up and down. After playing for ages, I reckon that the flying kick is the most effective move. Time it right and you can waste entire screens of baddies.

If you're into counting how many people you've killed, there's a meter at the bottom left of the screen. My best score was about 200 before the Turtle was wiped out. *(Oh, yeah? Ed)* It's possible to have over six enemies all gang up on you at once, so your poor hands will be red raw from all the frantic joystick-waggling. Usually the baddies only need one or two hits before they die, but the end-of-level dudes are something else! Rocksteady and Bebop are tough chaps and they can take immense punishment before dying, so concentrate all your firepower on their evil little heads.



Turtley, erm, awesome. I believe!

Turtles: The Coin-Op, let me just say, is incredibly playable. Unlike a lot of beat-'em-ups, it starts off quite easy with only two blokes attacking you (who you can lay out with just one punch). Of course things get harder, but you should just about be able to keep on top. I'm usually crap at beat-'em-ups, so this is excellent.

It's only monochrome, but the graphics are pretty big and clear, and the animation is great. Everything is fast and smooth and you can forget about bad response time and joystick lag cos this is one speedy game. Hurrah!

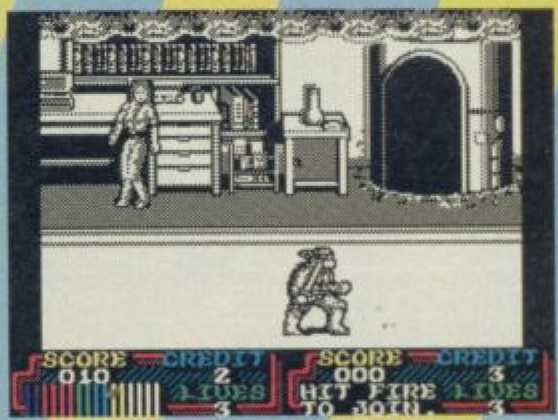
What else? Oh yes, there's a huge variety of baddies. As well as Shredder's henchmen (with their knives, dynamite and man-hole covers), there are robot thingies and rats. There's also plenty of weird looking guys (like Krang, Bebop and Shredder) and even people in the background, who just stand there watching the action).



There are 15 levels of this mayhem so you won't get through it too quickly, even though it does start off pretty easy. Luckily you get a lot of lives and, if you're feeling a bit run down (you've got an energy meter as well, by the way), there's usually some pizza lying around for you to nosh.

Turtles: The Coin-Op isn't an earth-shatteringly new concept in Speccy games but it certainly is playable, exciting and set at just the right difficulty level. So rush out and buy it. If you don't like it, paint me yellow, call me Patch, dress me up in a flowery smock and dump me in a small village near Milton Keynes. *(No! Ed)*

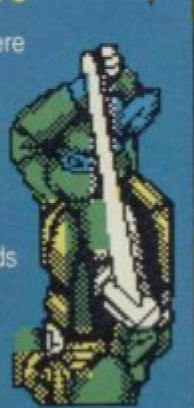




Ha! Easy-peasy lemon-squeezy! These guys are a doddle to beat!

8 LITTLE KNOWN TURTLES FACTS

1. They're actually based on real people who were green, violent and had two toes.
2. And were also Italian painters.
3. In America the Turtles are known as The Golden Girls.
4. They've made so much money that they've got a lake in Canada *each*.
5. They wear coloured blindfolds (with the blind bits cut out) to stop them being recognised by fans.
6. But it doesn't work and they continually get mobbed in Curry's.
7. Leonardo is bass-player for Chesney Hawkes' band, The New Seekers.
8. When Phillip Schofield was younger, he looked exactly like a Turtle. Luckily he grew up into the pretty boy we see today.





FINAL VERDICT

LIFE EXPECTANCY 87°	ADDICTIVENESS 92°
GRAPHICS 84°	INSTANT APPEAL 91°

DIAGNOSIS

I predict that this great *Turtles* game will be quite popular, even though nobody's ever heard of them!

89°

WIN WIN WIN!

Loads more half-shell mayhem. Blag yourself a nifty telly!



Ground control to Major Lookmajorstare. Your extra spiffy lunar television receiving module couplet dooberies are here. Would you like the red one or the black one with go faster stripes?

To celebrate our mega-groovy, splendiferous and completely radical Turtles review (see page opposite), we've arranged another really spesh giveaway from those luverly peeps down at Mirrorsoft. You see, so taken were they by the response to the goodie bags compo last month that they've decided to put a TV up for grabs.

This is no ordinary telly, in fact it's a mega-fab Philips Discoverer TV which comes in the shape of a space helmet. It's got a dark glass screen, 40 channels, an on-screen display, a fabby-stay-in-the-armchair-mister-lazy remote control and an adjustable viewing angle. Oh yes and you can even make it turn itself off after a certain amount of time. Groovy or what?

After last month's arty-farty compo we've decided to let all you imaginative types in with a chance. So what we'd like you to do is come up with your idea for the fifth member of the *Teenage Mutant Hero Turtles.* Your chappy doesn't have to be a turtle, we would however like it to be some kind of amphibious (they're the ones that can swim just as well as they can stroll about on land) creature.

When you've come up with a good idea for the fifth member of the troupe, we'd like you to name and draw him/her. On your entry (A4 sized paper only please) we'd like you to explain just what special jumpy-runny-fighty skills your character has and why he/she would be perfect for a place of honour alongside Leonardo, Raphael, Donatello and Michaelangelo. To give you an idea, check out our idea for the fifth member.

Once we've got all the entries in, the shed crew will put their heads together and pick a single winner. Don't worry if you aren't the best artist in the world, we'll be judging entries on imagination as well as pencil wielding skills. So there you have it, get out that pack of fifty felt-tips which a caring adult bought for you to go back to school, or blag a friends set (but remember to give them back) and get scribbling. Send your entries to "*I've got the arty-farty skills of Rolf Harris so bung that telly my way right sharpish chum*" CowaCompo, *YS* compos, 29 Monmouth Street, Bath, Avon, BA1 2BW.

Verrochio: Hero Platypus



Meet Verrocchio the Teenage Mutant Hero Platypus. This chap is skilled in the ancient marshal art of flipper-chai. Our furry buddy uses no special weapons, because he's got the quickest flippers in the western hemisphere, in fact Verrocchio (whose battle cry is *Strewth-come-here-crooky*) was once responsible for rounding up an entire shoal of crafty piranha fish, with only an ice-cream scoop to defend himself with.

RULES

- If you work for Future Publishing, then you shouldn't even be reading this, in fact get back to work. You can't enter anyway, neither can you chaps and chapettes down at Mirrorsoft. None of you can draw anyway.
- Once again, Andy's a super-whizzo arty bloke, so don't try copying someone else's ideas or we'll get you put on the mailing list for about 17 (count 'em) book of the month clubs.
- Make extra sure that your amazing artwork and fabby descriptions are at the Shed by the 15th of December 1991. Although with it being Christmas and all by then (phew, eh!) I'd send them off a bit sooner.

CISCO HEAT

It's hot, damn hot, hotter than an oonigoonie bird's underwear. Who better then, than ANDY 'COOL' HUTCHINSON to investigate Mirrorsoft's brand new racing car game.

YS MEGAPREVIEW

Once a year, so legend has it, the cops of San Fransisco get together and race each other around their thoroughly hippy-like city in order to win a terrific trophy and a large, hearty pat on the back from all the other policemen.

Y'see, these cops have got incredibly souped up monster motors which produce the kind of horse power which would put a military jet to shame. They've also got fabby colour schemes which the guys are all very proud of. They all enjoy their get together cos it gives them a chance to talk about cam-shafts, carburettors, valves and next year's policemen's ball.



Alright, so I came fifth, but cars 5, 2 and 4 were so slow that their drivers retired without even finishing the blimmin' race.

What do you mean, dead?

Right then. So you're in this race against loads of other cops, but it still sounds a lot like your plain vanilla racing game. Well it's not, you see San Fransisco is a very hilly place and, more than that, the whole city is laid out in a huge great grid system. All of which means that if you race around Cisco, you're going to have to do loads of really sharp turns and loads of driving up and down hills. (A bit like driving round Bath really!)

Now, as any skateboarder will tell you, the secret to taking a fast corner is to judge your speed with absolute precision and get your angle of turn just right. Just as you come screaming over a hill towards a crossroads, there'll probably be a blimming great truck or bus blocking the street and you'll have to do a swift turn if you want to stay alive. So learning how to take a corner perfectly is one of the key elements of *Cisco Heat.*

Then, as you come slewing around the corner, you have to straighten the car, whack the accelerator down to floor level and simultaneously avoid all the other cars and roadside objects. If you think that it all sounds a bit on the rough 'n' tough, then you're beginning to get the idea.

No, sir, that's the horn!

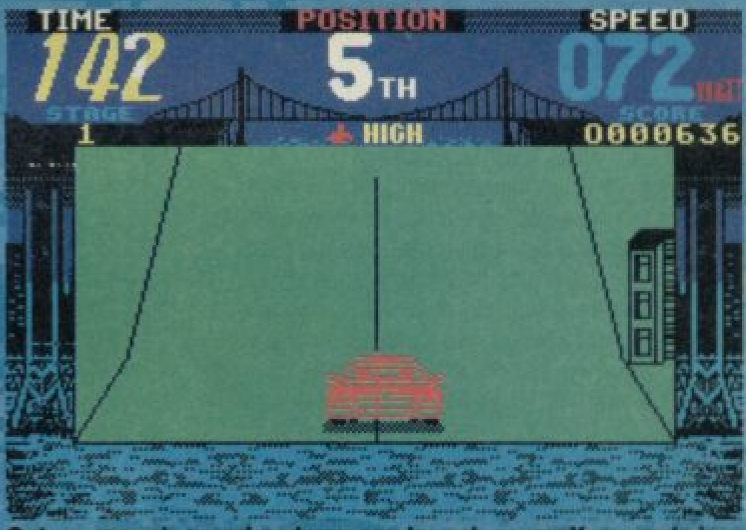
In practise, driving your super-motor is quite tricky. San Fran is a busy old city and there are zillions of trucks, houses and trams all cluttering up the freeways with their horrible carbon monoxide emmisions. *(Houses don't emit carbon monoxide. Do they? Linda)*

Your car has two gears – low and, spookily enough, high. If you whack it straight into high you're not going to accelerate very fast, so you have to make prudent use of the old gear box. Every time you smash into something and the car does a graceful sommersault or 17, you have to kick it down into low and try to regain your placing whilst simultaneously keeping an eye on the road and other veehickles.



Twin Peaks, eh? Actually, I think it's code weird, old mate. I'll proceed if I can have a tranche of that damn fine cherry pie!

Once you've sussed out the gear box, it's a good idea to learn how to steer the car. Get yourself sorted and you can perform some groovy tricks. F'rinstance, as you go soaring into the air over a vicious hill, you can change the cars direction (thus setting off that way once you land, if you see what I mean). Your car is very responsive, so it's easy to guide yourself carefully into the side of a house or the back of a truck. Hit something and your speed drops drastically as the other cars go screaming past you with an *I-told-you-so-matey* look in their eyes. Vroom on!



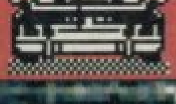
Get up enough speed and you can launch yourself upwards in a blur of exhaust fumes and burning rubber onto the Golden Gate bridge. Here, number 72 Acacia Avenue (on the right) attempts the same stunt. (He'll never pull it off!)

LET'S LEVEL THE PLACE!

The programming team behind *Cisco Heat* are a bunch of groovy Scottish chaps who call themselves Ice. Mirrorsoft paid them a small fortune in Jaffa cakes to recreate the arcade game on the Speccy. The man with a bellyfull of orange goo and dark chocolate goes by the name of Colin.

So, me old mucker, what's so special about this here game?

Well, it's got more graphics than the Amstrad version and they're bigger as well. All five levels of the arcade game have been included and we've tried our best to emulate the graphics of the original machine.



That's brill, Colin! But what bit are you absolutely over the moon about?

Ah, that's easy. Creating the 3D world and then giving a feeling of inertia to the cars. You see in this game world, we've tried really hard to get a feeling of hills and objects coming towards you. The hardest bit to do was the hills. Combining that feeling of momentum with sending your cars screaming around corners was hard, but I think we've got it right.



How hard do you think the finished game will be?

It definitely won't be a push-over. I've given the other police cars a certain degree of intelligence. So for instance, certain cars are quicker than others. Also if you wipe out spectacularly, the cars will come past you and you're going to have to fight to get back into the lead. Oh yes, and I've made the time limits really tight. It'll take you a while to learn the course, and then you're going to have to drive very fast, cutting corners to beat each level.

Well, thanks Colin. That's very helpful, I think!

FAX BOX

Games	Cisco Heat
Publisher	Mirrorsoft
Programmers	Ice/Mirrorsoft
Release date	November 91
Price	£10.99 cass

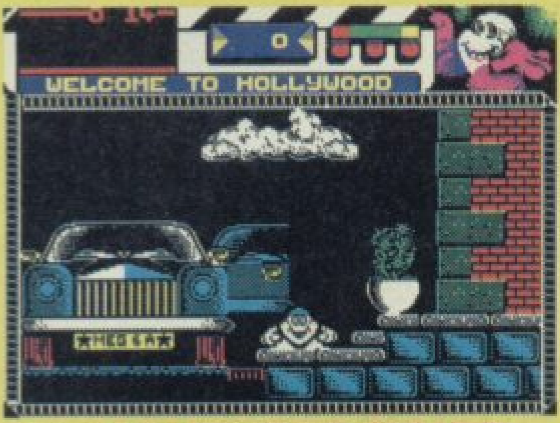
SEYMOUR GOES TO HOLLYWOOD



CodeMasters/£xx.xx cass



James If you haven't met Seymour before, imagine a relative of Dizzy the egg, who lives in the real world. He's a sort of slug-type thing, who wanders around with his little eyes blinking and his little hands waving (yes yes, I know slugs don't have eyes and hands, but if you could imagine one that did). He scrolls his way through life jumping over things, collecting them, working out puzzles and trying not to get killed.



How can a slug-type creature afford a Rolls Royce when I have to make do with an XR3i?

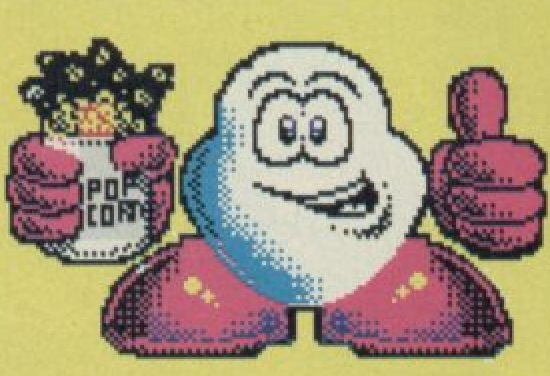


And in this, the first of the Seymour escapades, the little sluggy fellow has zipped off to Hollywood. Why? It's difficult to say, really.

His hassles are only just beginning though. Once actually in the studios, he's got to get through the maze of equipment and he's even got to be able to talk to the stars (who are notoriously dim, as we all know). It's a real problem, especially when you're trying to communicate with Tarzan!

Tricks, traps and teapots

All the usual CodeMasters tricks, traps and head-scratchers have been included in the game, as well as a couple of nasty pranks (but strangely, there aren't any teapots). I spent hours trying to get Seymour



across a frighteningly busy LA road only to find that it was impossible, and I should have set off in the other direction. Arrgghh! I said (*it's true, he did. Ed*). But once you get into the swing of things, Seymour, like the *Dizzy* games it resembles, is completely brilliant. It's packed with great graphics, it's got a kickin' soundtrack and it's very, very playable.

As it's set in the real world, *Seymour Goes To Hollywood* is a bit more logical than some of the *Dizzy* games. The general formula is pretty much unchanged



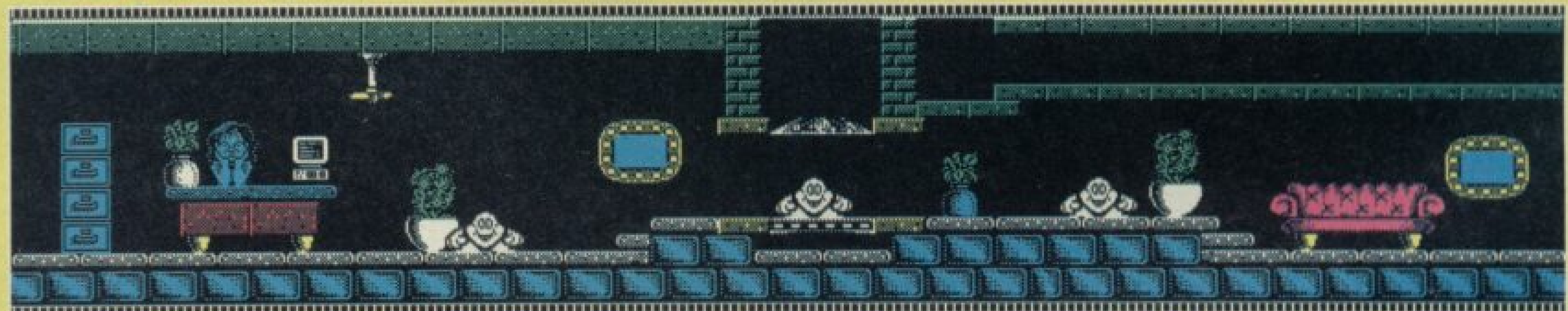
it again!

Seymour Goes To Hollywood is absolutely crammed with, er, stuff. There's loads of colour in the game,continuous sound and rather cute graphics. The only thing is, they don't seem to be too bothered with attribute clash. Seymour changes colour happily as he passes in front of things but it doesn't matter much (and if they'd put less colour in, I for one would have been incredibly unhappy. So unhappy, in fact that I'd have gone round to the Codies and painted their farmhouse in tons of bright colours). Sorry, I seem to be digressing somewhat.



He has a bit of trouble getting into Hollywood to start with, but once he's in it's fun, fun, fun (and some wicked puzzles).

Anyway, if you like the *Dizzy* games, run to the shops now, wake up the shopkeeper and force him to sell you a copy of *Seymour Goes To Hollywood*. If he says "But this is a fish-monger's", tell him *YS* sent you. Whatever you do, you've just got to get hold of *Seymour Goes To Hollywood* at any cost!



Here he is at the studio. It's a bit smart, but there's loads of useful things to nick, er, collect.

There must be a place in a film for a talking slug with hands and big shoes. But even if Spielberg or someone is contemplating a version of *ET* or *Indiana Jones* starring a gastropod (look it up) it's not going to be too easy for our little white chum to become a top idol. Firstly, he's actually got to get into the film studios by somehow proving to the big and dangerous security guards that he is the famous Seymour. It's difficult because, like us, nobody in Tinseltown has ever heard of him either. But if you can find him a pair of dark glasses, he'll look exactly like Jack Nicholson (or Madonna or someone), so he should have no trouble getting in.

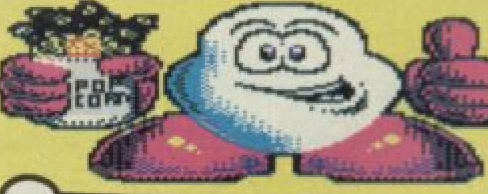


from the *Dizzy* days though. There are lots of objects (which you won't know what to do with) and there are lots of problems to solve before you can proceed. Use the correct objects with these probs and you can get past. It calls for a bit of grey-matter exercise, does this.

There are 96 stonking screens, each one packed with detail, colour and things to jump up and down on. You pick up or drop things using the RETURN key, which also triggers the objects in your pockets as well.

So if you find a key, hit RETURN to open a locked door. Easy enough, so you don't need to bother with typing in commands or anything.

And in case you hadn't gathered by now, guess what, budget fans! The Codies have done



FINAL VERDICT

LIFE EXPECTANCY 85°	ADDICTIVENESS 92°
GRAPHICS 88°	INSTANT APPEAL 89°

DIAGNOSIS

It's Dizzy by another name, but it's brilliant and it's very, very big!

80 60 40 20

90°

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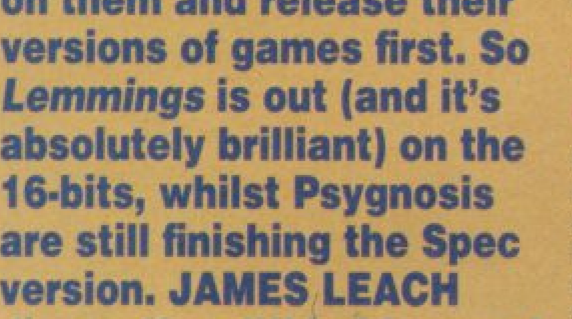
2 BACK TO THE FUTURE PART II
3 GREMLINS 2
4 DAYS OF THUNDER
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IBM/PC 5¼",
Commodore 64 disc,
Commodore 64 cassette,
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4 GAME COMPILATION
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LEMM

YS MEGAPREVIEW



It's not much fun having an Amiga or an ST. These machines are so inferior to the Spectrum that software houses tend to take pity on them and release their versions of games first. So *Lemmings* is out (and it's absolutely brilliant) on the 16-bits, whilst Psygnosis are still finishing the Spec version. JAMES LEACH dives off a cliff in Liverpool to find out more.



Aaargh! All the lemmings are falling through that large hole they dug. If they survive, it's off to that exit on the right for tea and buns.

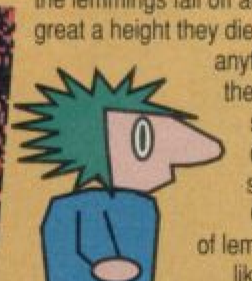
Lemmings are stupid. Not just a bit dim or anything, but really, totally daft. Why? Because they throw themselves off cliffs or drown in lakes and stuff. Why do they do this? Well according to the *YS* Big Book Of Facts they all migrate in a random direction and when they get to anything dangerous, like the sea, they just keep going. As they're crap swimmers, it's sadly the end of the line for them, even though they're trying their best. So they're stupid, but let's have no more of this 'suicide' nonsense, okay?



But all this has got nothing to do with *Lemmings* the game. So let's find out what it *is* about.

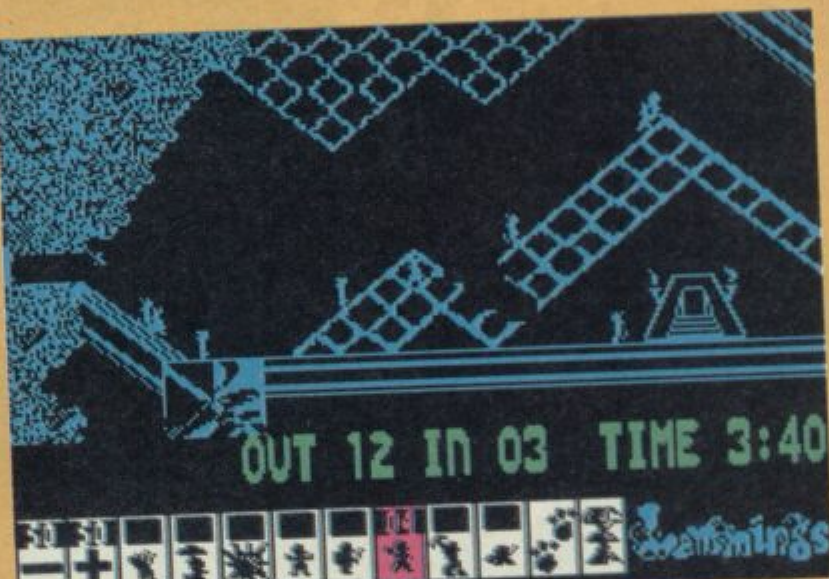
Go on – I'm all ears

It's a sideways-scroller, but unlike anything you've ever seen before in your life. A load of lemmings drop out of a chute at the top of the screen, they then start walking around (rather stupidly). What you've got to do is guide them to the exit somewhere else on the screen. The whole caboodle is made more difficult by the fact that if the lemmings fall off any of the platforms from too great a height they die. If they reach a wall (or anything they can't climb over) they just turn right around and go stomping off in the opposite direction (so they're sort of sheep-like, really).



On each level a certain number of lemmings can do special actions like dig, build bridges or open umbrellas (to slow them when they're falling). What you've got to do is get these dudes to help all the rest escape. For example, if one digs through the floor, all the others will follow him down the hole (hopefully to safety). If he's bungled everything and gone the wrong way, all the trusting little lems are doomed. So you have to be a bit careful.

When it's finished, *Lemmings* will have a rather large number of levels. I can't tell you how many because it's a secret (actually there are 60, so now you know). Each level has a time limit (usually about three minutes), so you can't just leave your lemmings wandering around a safe area for ages.



The tunnelling lemmings have bashed their way through that square net-type thing to get to the exit. You can just sit back and wait until the others wander through the hole. Come on you guys, get a move on!

Gosh, James, that's a lot of levels!

Yes, my little chickadees, it is! And every level is completely different too. On some you have to use floaters who parachute off the platforms to safety, others force you to use blockers *(what-ers, James? Ed)*. These are lems that stand in one place and stop the others from passing. Very useful for keeping the others on high ledges while you work out a way of getting them down without murdering them all.

Other lems can tunnel through the solid walls or the platform floor, but they won't go on forever. Therefore you might need to use up a lot of your tunnellers to break through. Bridgers are lems who put down little tiles which form into a ramp as they go along. If you're going to stand a chance of getting over any indestructible objects in your path then you'll need these. Your timing will need to be pretty spot on, cos the little fellows run out of tiles in mid air, and the only way to keep them building is to click on them at the exact moment they run out. Trés difficile, actually.

Each level takes up about two or three screens (plenty big enough if you ask me) but, because there are 60 of 'em and they get tougher as you get further into it, you'll find that *Lemmings* is no fly-by-night flash-in-the-pan, er, type of game.



There's usually only one way to do a screen, and the fun is trying to find it. There are lots of clues – for



The title of each level hints at what you should do. It also tells you how many lems you've got to save, and how difficult it'll be.

WHAT DO THEY DO?

There are loads of lemmings but, when they fall out of the chute at the beginning, they're all pretty hopeless. You have to assign them to the various spooky functions shown along the bottom of the screen. Any lem can do any of the functions (but you have a limit on how many of each function you can assign). Sometimes you only get one function, which makes things loads easier. Hurrah!

Blocker – Stands with his arms out to stop other lemmings from getting past. Use him to keep all your bods together.

Exploder – If you need to get rid of a blocker you can blow him up with this. When he bursts, bits go everywhere and he leaves a big hole in the floor.



Floater – Gives the lemmings umbrella-type parachutes so they can fall from any height without splatting in a nasty mess on the floor.

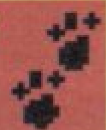
Digger – Digs a horizontal path through any rocks, walls or obstacles in his path. A plucky chap, he'll keep going until he breaks through.

Tunneller – Like a digger, except he goes downwards through the floor. He could fall to his death afterwards though.

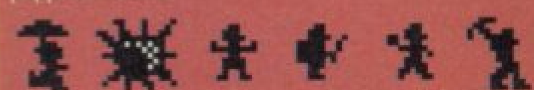
Complete nuclear death – This gives a countdown to mass destruction and blows up all the lemmings remaining on the screen. It's for when things get really hopeless. But how could you ever justify using this? You cruel person, you!

MINGS

10 LEMMINGS FACTS



1. Lemmings are mouse-like rodents of the tribe *Lemmini* (9 species).
2. They have large, powerful heads, long fur and short tails.
3. They have population explosions every 3-4 years.
4. That's why they migrate.
5. If you want a lemming as a pet it'll be expensive.
6. Because you'll need to go to Norway to get one.
7. And it'll probably poo on your carpet too.
8. In fact, lemmings are nasty and vicious.
9. And almost impossible to train.
10. So take my advice and get a couple of Labrador puppies instead.

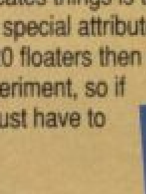


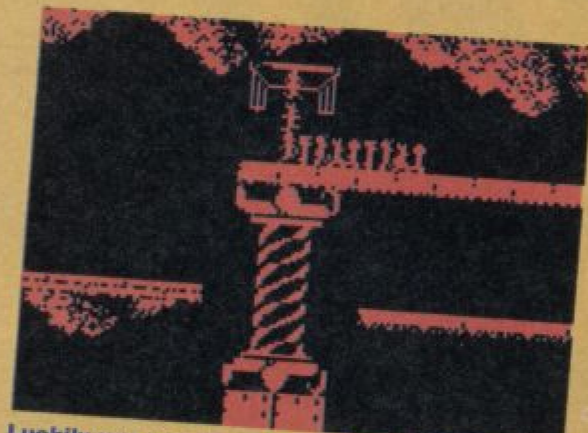


example, if you've got lots of floaters and no tunnellers you can work out, using your pitiful collection of brain cells, that you're going to be parachuting a lot of your guys off some high places. What complicates things is that you can't afford to waste any of the special attributes of the characters. If you've got 20 floaters then you're going to need 20. You can't experiment, so if you make a mistake you just have to play that level again.

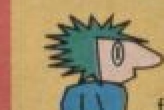
So Lemmings is a thinking person's game?

Sort of. But you'll have to be quick if you want to stand any chance of beating the time limit, you'll also need to be a bit good on the joystick. Y'see, to make a lemming perform an action you have to move a cursor over him, select the action you want him to do from a row of icons on the bottom of the



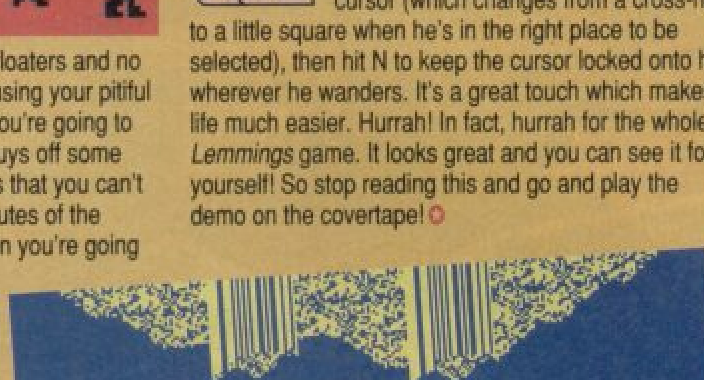


Luckily you can change the speed at which the lems drop out of their hatch. Here they're piling out at a not inconsiderable rate of knots.



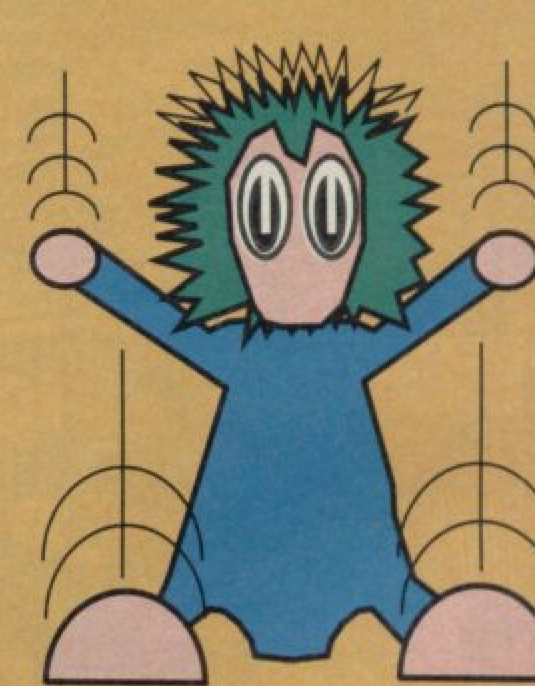
screen and hit the M key.

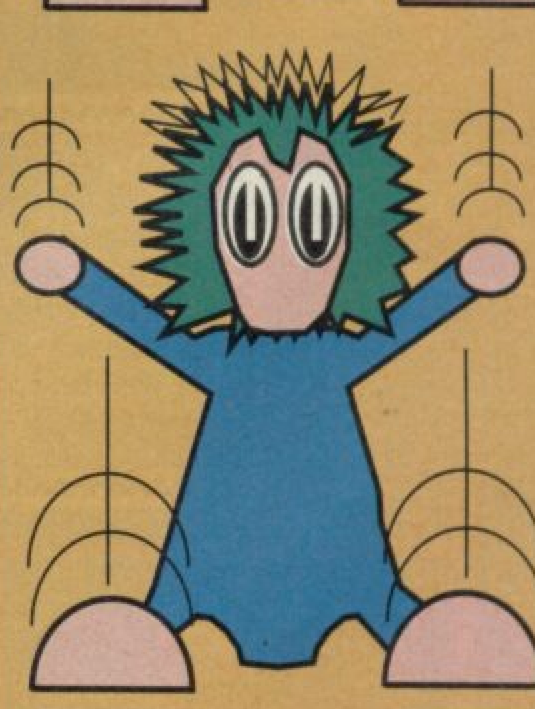
To make the whole show a bit less fiddly, Psygnosis have added a feature where you can highlight a lem with the cursor (which changes from a cross-hair to a little square when he's in the right place to be selected), then hit N to keep the cursor locked onto him wherever he wanders. It's a great touch which makes life much easier. Hurrah! In fact, hurrah for the whole *Lemmings* game. It looks great and you can see it for yourself! So stop reading this and go and play the demo on the covertape!



You're going to need floaters for this big jump. The lems can survive a fall, but not from this height. So get the umbrellas! (Mary Poppins, eat your heart out!)

YS MEGAPREVIEW





TWIST OF LEMMING, SIR?

Psygnosis contracted a somewhat groovy company called DMA Design to do *Lemmings* on the Speccy. We asked the programmer, a chap called Jonathan Dye, a few questions. But as DMA are in Dundee, we had to shout.

Hi there, Jon!

Hello, Your Sinclair!

We all know that the sixteen-bitties went mad over this game, but what made you decide that *Lemmings* would be suitable for conversion to the Speccy?

Well Psygnosis decided that, but when we put our heads together about it we knew that ithe game would be as playable and fast as the Amiga or ST versions, so it really had to be done. It'd be a real shame not to, actually.

Are there any major differences between this version and the 16-bit jobbies?

In terms of gameplay, no. All the different types of lemming, such as blockers and diggers, are here and, with 60 levels (which you'll need to load in one by one), it can't be accused of being cut down in size at all. The only difference really is that the Speccy lemmings are in mono. But their animation is as spot on as their counterparts on the bigger computers.

Making it run smoothly and quickly was also a high priority, because the fun is in sorting out the little chaps before then end up killing themselves, but we were careful with the coding and eventually managed to cram in everything we wanted whilst keeping it speedy and fun to play.

You seem to have done an excellent job! One more thing – what's your fave biscuit?

Custard Creams.

Oh, I prefer Bourbons. Cheers, Jon! See you!

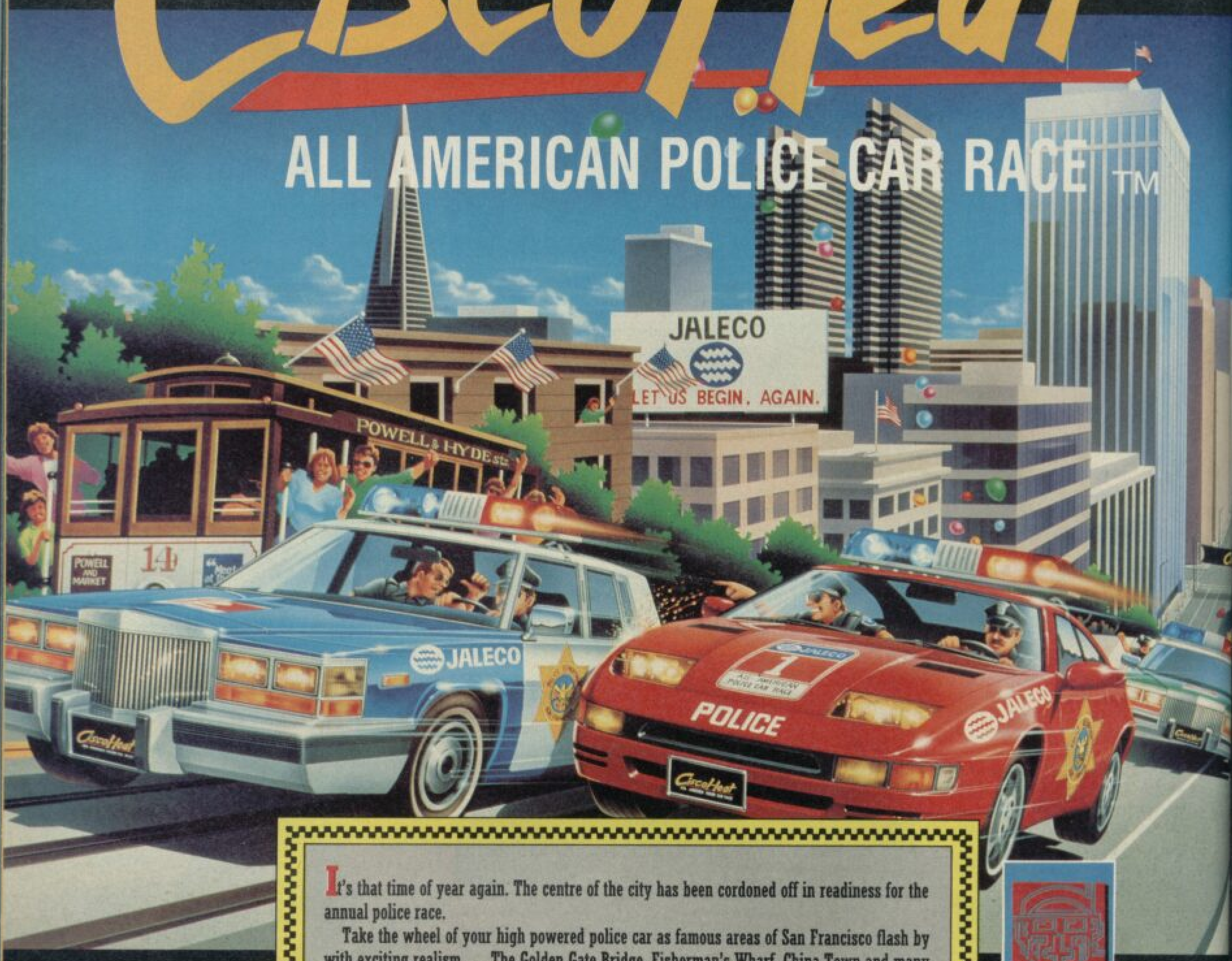


FAX BOX

Game	Lemmings
Publisher	Psygnosis
Programmers	DMA Design
Coding	Jonathan Dye
Release Date	Mid Nov
Price	tba

Cisco Heat

ALL AMERICAN POLICE CAR RACE ™

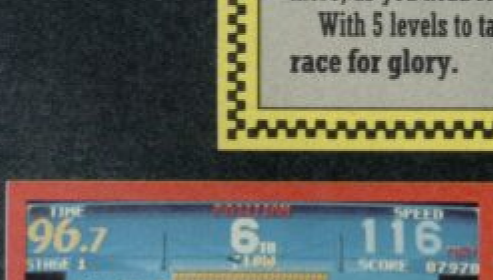


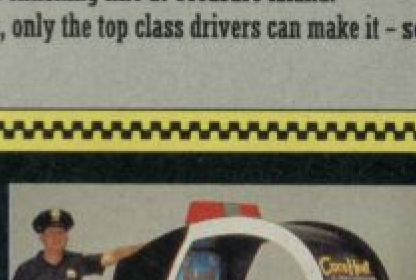
It's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism . . . The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top class drivers can make it - so hit the gas pedal and **race for glory.**

IMAGE WORKS





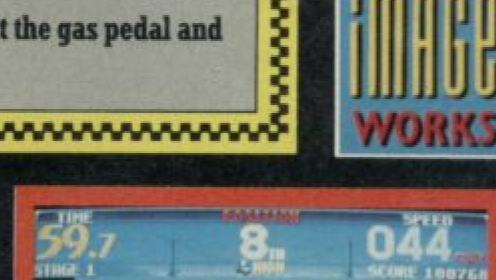


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HINTS'N'TIPS YS TIPSHOP



Unfortunately there's no Megamap or Tip O' The Month this month. Y'see, I had loads of tips piling up and I just wanted to get rid of them. So I've, erm, stuck them all in this ish! Normal service will be resumed next month!

I've been told by that mad man who edits this mag that this is a spooky, night-time issue. Apparently I should include some scary tips! How on earth am I meant to get hold of scary tips? I wonder if *Knightmare* will do?

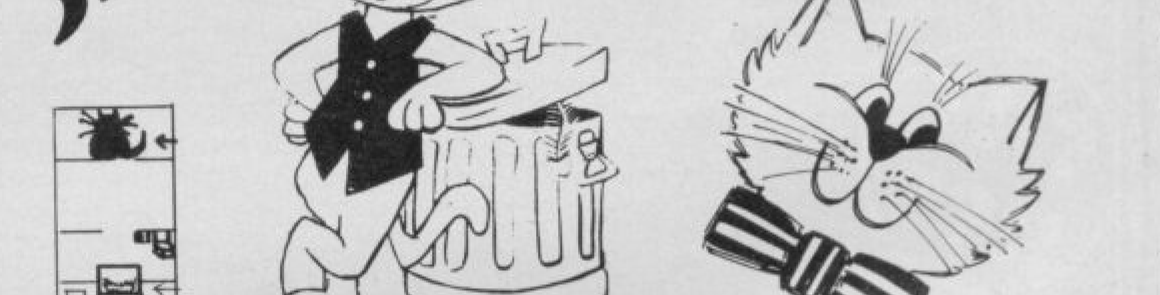
Andy Hutch has taken to all this spookiness like a banana to a boat or an orange to a peel (or something). I made him a rather fetching witchy hat and he hasn't taken it off for the past three weeks! Then he spent ages in the garden looking for spiders and then he let them all free in the shed. The whole of the ceiling is just a mass of silvery cobwebs. James keeps trying to get rid of them, but cobwebs are really gluey and they just stick to you if you touch them. They're also incredibly tasty, a bit like candyfloss actually!

Hutch also thought that it'd be a good idea to get some bats in the shed. He sent Maryanne and I off on a bat-collecting expedition and we caught loads in our hair! Anyway, enough of this creepy stuff – onto the tips...

It's spook-time, Spec-chums! To guide you through the dark and hellish nights, here's our resident witchy-type person – LINDA BARKER!

TOP CAT IN BEVERLY HILLS' CATS

A couple of months back **John Currer** sent in maps of the first two levels of *Top Cat In Beverly Hills' Cats*. Now he's done the decent thing and finished the game. Here's the map of the third and final level...



✚ New enemies are dogs and ghosts.
✚ There are five keys and five doors.
✚ Get the bucket, take it to the sink, pick it back up and then drop it on the fire to put it out. When you've done that, you can move up to rescue Benny.

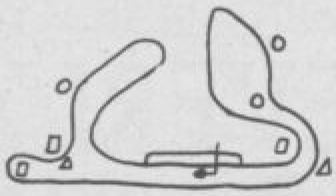
NIGEL MANSELL'S GRAND PRIX

There were 24 hour celebrations throughout the shed when our Nige won the Spanish Grand Prix! What a man, eh? And what perfect timing for our cover cassette! As if by magic, here's a few maps and tips for that very game. First, some words of advice from Clarke Rice...

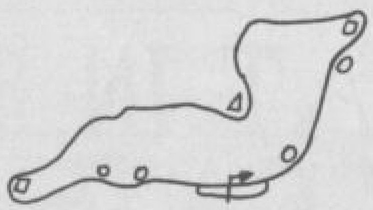
❄ On the qualifying lap, start by going through the barrier seperating the main course and the pit lane.
❄ When starting the car, put it straight into sixth gear.
❄ Keep the car in fifth or sixth gear 'til you see the first set of arrows for the corner. If the engine is above 10000 rpm, drop to fourth gear.
❄ On a series of turns following each other in quick succession do not use a gear higher than fourth.

Derek Keilloh's another man with what it takes to win and he's decided to share it with us...

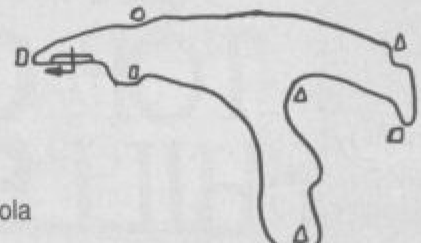
❄ To start off with, try a five-lap Grand Prix. (Full length ones last between one and two hours.)
❄ Keep Turbo Boost usage to a minimum – you are more liable to spin and you use up far too much fuel.
❄ Other cars are very fond of knocking you off the track. Be careful and patient when trying to overtake.
❄ Your warm-up lap time doesn't count when it comes to qualifying. So take it easy.
❄ The fastest tracks are Osterrichring, Monza, Silverstone and Spa-Francorchamps.
❄ The slowest tracks are Monte Carlo, Detroit, Hungaroring and Adelaide.



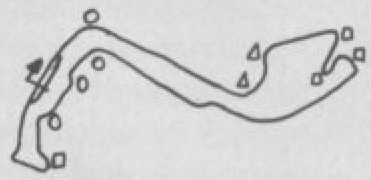
Race 1 – Brazilian Grand Prix, Jacarepagua
Circuit length: 3.126 miles



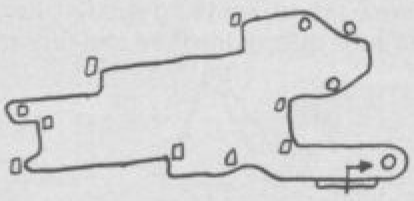
Race 2 – San Marino Grand Prix, Imola
Circuit length: 3.132 miles



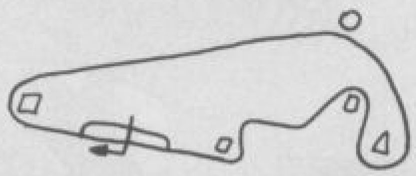
Race 3 – Belgian Grand Prix, Spa Francorchamps
Circuit length: 4.358 miles



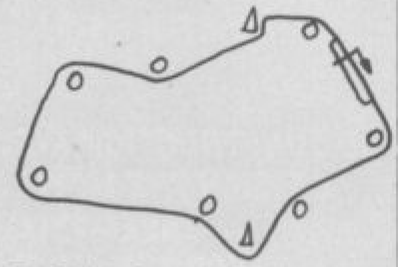
Race 4 – Monaco Grand Prix, Monte Carlo
Circuit length: 2.068 miles



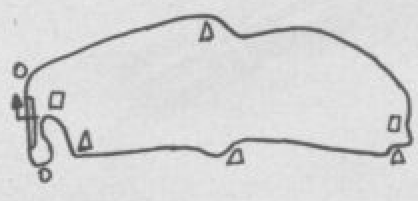
Race 5 – American Grand Prix, Detroit
Circuit length: 2.5 miles



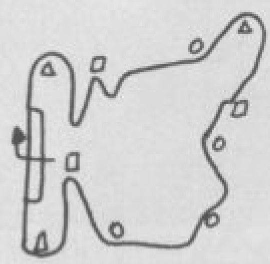
Race 6 – French Grand Prix, Paul Ricard
Circuit length: 2.369 miles



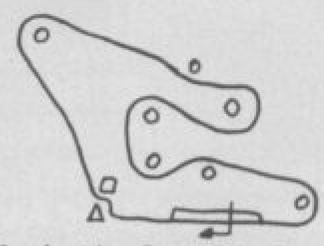
Race 7 – British Grand Prix, Silverstone
Circuit length: 2.969 miles



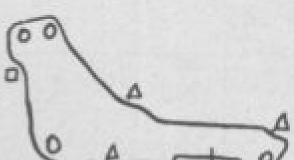
Race 8 – German Grand Prix, Hockenheim
Circuit length: 4.223 miles



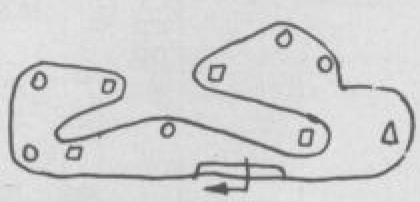
Race 9 – Hungarian Grand Prix, Hungaroring
Circuit length: 2.495 miles



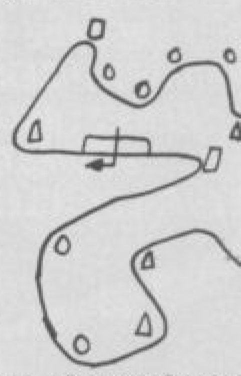
Race 10 – Austrian Grand Prix, Osterrichring
Circuit length: 3.69 miles



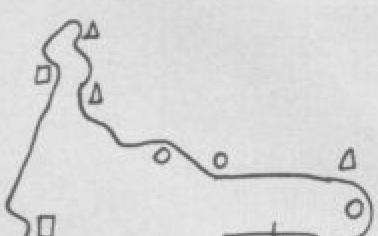
Race 11 – Italian Grand Prix, Monza
Circuit length: 3.6 miles



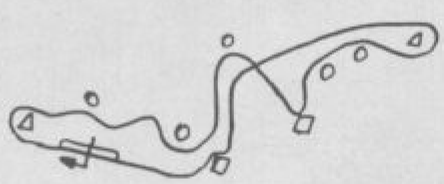
Race 12 – Portuguese Grand Prix, Estoril
Circuit length: 2.703 miles



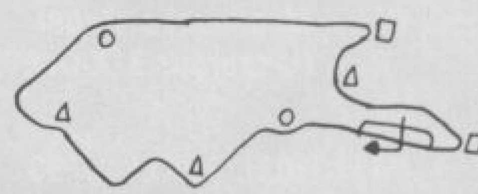
Race 13 – Spanish Grand Prix, Jerez
Circuit length: 2.621 miles



Race 14 – Mexican Grand Prix, Autodromo Hermanos Rodriguez
Circuit length: 2.747 miles



Race 15 – Japanese Grand Prix, Suzuka
Circuit length: 3.67 miles



Race 16 – Australian Grand Prix, Adelaide
Circuit length: 2.35 miles

Key
○ Fast corner □ Slow corner △ Tricky!

Right, now you know what to do – get in that car and drive!



Got a gamesnag? See a specialist!

Gosh, is it a month since the last column already? Seems more like four weeks.

RICK DANGEROUS

Right, who's first? Ah yes, **Robert Challis** who was stuck at the suit of armour that fires at you. How to get past? Various Clinicians wote in with answers, including, um, Robert Challis himself. What's up Bob? Is this some dodgy ruse to get more badges than Richard 'Dicky' Swann?

"Er, sorry Dr B. Y'see, typically enough, almost as soon as I wrote in, I worked it out. Never mind, *Rick D* is a rock hard game and I'm sure someone wants to know how to get past. The bullets gradually get slower, 'til eventually there's a pause after the eighth one. During this pause you should run quickly down the ladder. And I mean really quickly, cos he soon starts firing again."

Andrew Reid meanwhile, has another suggestion. "Go down and activate the guard, then go back up and off the screen (when you can't see it) and then down again. The armour won't shoot (it probably thinks you're dead)." Are you sure you aren't, Andrew?

GOOD EGG

We've not had one of these for a while, but step forward **Lawrence "Loz" Pycock**, regular snag unraveller and a familiar name to us all. If you're stuck on *Jack The Nipper*, all four *Dizzys*, *Dan Dare*, *Snoopy*, *Spellbound*, *Slightly Magic*, *Ruff 'N' Reddy*, *Real Ghostbusters*, *Bumpy*, *Barbarian* (Melbourne House), *Total Eclipse*, *Castle Master*, *Batman The Caped Crusader*, *Robocop*, *Indy Jones And The Last Crusade*, *Stormlord*, *Ghouls And Ghosts*, *Shadow Of The Beast* or *Switchblade*, then write to him at 4 South Crescent, Coxheath, Maidstone, Kent ME17 4QB. And if you want a reply, don't forget to enclose a stamped self-addressed envelope. Awight? Awight.

DIZZY DEPT

As ever, Simon Clark's snags for Britain's favourite arcade adventure series produced literally billions of letters from eager Clinicians. Most of the next road is still full of mailbags, while the house next door has fallen down under the weight. Obviously, badges are at a premium, so bear with me here – it's names-out-of-a-hat time.



First, the Crazy Labyrinth snag in *Dizzy 1*. How to get in and out without getting killed? Here's **Paul Dossis**. "Once you have gone through the waterfall, use the mushroom to reach the high ledge. Go left into the labyrinth, left down the hole, left, up the next hole. Left into the portcullis which will move down, left, down the hole, right until the second portcullis disappears. Now go left, up hole, right, down the second hole, left until you are blocked by the portcullis. Then go right 'til the floor moves down beneath you. Go left as far as possible, then right and down the new hole that will appear. Underneath the plank you are standing on, there are three bits of water and two bits of dry land. Go right until you are on right edge of the second piece of land and jump right. As you jump, a hole will appear beneath you which you should avoid. Get the extra life, go left (jump over the hole) as far as possible. Two pieces of wood that were above you should have disappeared. Go right, up the hole, right, up the hole, left, up the second hole, left, down the second hole, jump onto the table and take the pickaxe. Get on the lift and go right. Down the hole, right, up the hole, left, up the first hole, and then right to exit the crazy labyrinth."

Thanks also to **Gordon Williams**, **Stuart Sibley** and the millions who wrote in just to say that you don't need to go into the Crazy Labyrinth to complete the game. Ah, but that doesn't mean you don't want to...

Simon's next query was about the toothpaste in *Treasure Island Dizzy*. I'm afraid, Simon, it is in fact scarlet fish flavour, and so a red herring. (Geddit?) Finally, *Fantasy World Dizzy*: how do you get the coin in the warehouse? There were a number of viewpoints on this. According to **Daz Ellis** the best thing to do is to "stand with about half your body off the left side of the blue box to the left of the coin, and jump right. If this doesn't work try stepping right or left and then jumping. If all else fails, smash your computer to bits." Er, thanks Daz. Thanks also to **Stephen McCulloch**, **Ian Jackson** and **Keith Watson** – oh, and around 348,298,441 others.

SLIGHTLY MAGIC

If anything, though, the postbag for Graham Fraser's and Jamie Llewellyn's gamesnags in the same ish was even bigger than the one for *Dizzy*. "How do I get the magnet without falling onto the spikes?" asked Jamie, ripping his hair out and rapidly going bald in the process (he signed his latest letter 'Duncan Goodhew'). Again, there were loads of different solutions for this one. For sheer simplicity, you couldn't beat **G Smith**'s. "Just walk off the edge of the drop on the right hand side of the room and press the left button. You should fall onto the ledge level with the ledge with the magnet. Jump to this ledge and collect the magnet." Alternatively, follow **Jamie McConnell**'s advice. "Have you fed Rocky? If not, collect the stones and give them to him. Now the 'Twinkles' are working. *(Are you feeling all right? Dr B)* Climb up the Twinkles *(Are you sure you're feeling all right? Dr B)* and keep jumping until you reach the platform. Jump left a few times. Ta-daa!"

As for Graham's snag, there's a similar array of solutions. Graham, if you recall, could get into the water as the fish and could get the explosive spell, but how was he to get out? Here's **Simon Thick**. "Pick up the explosive shell. Now go right, following the water's surface 'til you get to the rock wall. Travel down the opening, then go left to the seabed. Here, there's another wall with two rocks. Use the explosive spell, turn back into a human and fall down the newly made hole – you should land on a cloud. Walk to the edge and jump right to the next bit and pick up the flight spell. That's enough for now." Oh really Simon – thanks a bundle. Even so, a badge is on its way. (Thanks also to **Ian Pantling**, **David Pegg** and **Alexander Eales**.)

X-OUT

I was wondering if anyone was ever going to come to poor Edward Sykes' aid – the sorry blighter having got stuck with the end-of-level-nastie on Level Two – until **Jonathan Miller Mandil** came to his rescue with a suitably ingenious solution, as well as a very long name. "You betcha, Dr B. To kill the giant skull (on Level One, actually), first go to the very top of the screen. Here you'll see two guns that shoot bouncing fireballs. Blast the guns with the Energy Wall weapon and go to the bottom of the screen, where you'll find that the skull has broken away from its body and is moving around the screen. Pull the joystick down 'til the ship looks as though it's resting on the bottom platform and keep using the energy wall on the skull. It should soon blow up." Absolutely Jonathan – if force doesn't work, try a bit more force, with extra added force. BLAMMO!

YOU THOUGHT I'D FORGOTTEN DEPT

As if I would. But Robert Challis' *Rebel* gamesnag from ish 64 has gone unsolved – until now. I'm not entirely sure who solved it cos the dummy forgot to put his (or her) name or address on the letter! Still, it's the thought that counts. So, Robert, follow one of the baddies across the bridge, when the other one has gone past you, jump across to that one's path. Then leg it while you've still got time. It's easy when you know how!

MEGABUCKS

Joel Caldicott is the Clinician in trouble with this elderly spiffer: "I always complete 91%, and then get stuck. Can you help?" Sure can.

Q: What do you do with the coffee mug?
A: Try drinking it in the master bedroom.
Q: Where is the video recorder?
A: See next question.
Q: How do you ring 58629, the mystery phone number?
A: Got the phonecard? Then ring right at the end from the Dog & Bone.
Q: What do you do with the biscuit tin?
A: What are biccies for? Coffee time, of course...
Q: What do you do with the skeleton key?
A: Absolutely nothing.
Q: How do you get the last two pieces of the will?
A: That would be telling...

HAYLP!

An extra bumper collection of snagsters this month, all impossibly glued on vicious Speccy games. Can you haylp them?

G Smith: "How do you get past the Tapiar (snake) in the underground bit in *Tir Na Nog* to get the cauldron, and where is the Certas' room?"

Stuart Richards: "In *Lone Wolf*, how do you get up the right hand side to fight Demon number two? There are two lifts, but I can't get past the fans – I just keep falling down."

Chris Kitchen: "In *Pang*, how do you get past the red screen on Easter Island (stage 50)?"

Mark De Lange: "In *Krakout*, how do you counter the faces that eat you ball and spit at you?"

Mr J Turner: "In *Chubby Gristle*, I've collected all the food and arrived at Greasy Joe's and eaten all the food there. Is this the end of the game? Is there anything further?"

Colm Larkin: "In *Dun Darach*, how do you make Shar visible other than by using the spell ('cos she doesn't want it)?"

If you know the answers to any of these – or you have a gamesnag of your own that needs ungluing – write now to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW. You could win a badge...

YS HINTS 'N' TIPS TIPSHOP

NEW ZEALAND STORY

Just a tiny tiplet now from James Dennet...

On Level 2-2, go up as far as you can on a balloon. You'll get to the roof and there's water above it. Keep going up and along 'til you bang your head on the seamonster. You'll die but you'll come back in the water. Just follow the arrows to the end and you'll have mised out most of the levels.

I thank ye, Mr Dennett!

3D CONSTRUCTION KIT

Ben Clews has found three totally undocumented commands! They're a bit complicated and I'd advise you to take a maths degree before reading them.

✪ SETWPOS <x position> <y position>
This sets the x and y positions of the top left hand corner of the playing area.

✪ SETWSIZE <width> <height>
This determines the width and height of the playing area.
(Note – these two commands can cause *3DCK* to crash if you set the ranges too large to fit onto a Speccy screen.)

✪ CALLMC <first byte> <second byte>
This one's the most useful of the three commands cos it can be used to run machine code routines outside of *3DCK*.

Provided you know what you're doing, the machine code can be loaded into machine area X and the two bytes calculated as shown below:

Second byte = INT ($^{X}/_{256}$)

First byte = X – (second byte * 256)

And that's it really.

Oh, is it? Well, I didn't understand a word (or number) of that last one. Never mind, I'm sure you're all tons cleverer than me. (Sob!)

FOOTBALLER OF THE YEAR 2

Here's a swifty from K 'I'd Kill To Get A Job At *YS*' Spratt.

If you have a favourite tactic, here's a good way to be sure you're standing on the right spot. On the blackboard tactics section, put a bit of blu-tack or plasticene on the cross that marks your player. Then, while playing the game, stick your man under the blu-tack and you'll score.

Killers are not welcome in the *YS* shed. James killed a spider last week and nobody's spoken to him since.

HIJACK

Quite a few people sent in maps for this one. Unfourtunately, they were all copied from the one that Andy O drew for the *YS* tape pages. Tsk! Tsk! Still, Michael Kiuys has a few tips...





- Don't keep bothering the president. He'll fire you on the spot!
- Find all the codes and use them on computers and coded doors.
- Boss as many people around as you want. You're in charge!
- Always check typewriters, notes and memos for codes.
- There is a code in the CIA Intelligence office and one in the Political Adviser's office.

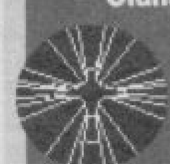
Now, Michael, you should treat your employees with tact and a smile. They'll like you better for it, honest.

TEMPEST

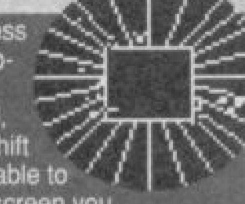
Braving the storm of *Tempest*? Then lend an ear to Lee Ashton (he'll give it you back in a sec)...

If your lives have almost run out then press down all the keys and after a couple of attempts you should have an extra life. Wicked!

Ooh, it's positively evil! Here's a tad more help from Martin Oldham...



When you've loaded up *Tempest* and the writing appears on screen stop it by pressing Space. It'll ask you to press enter for a two-player game. Don't! Instead, press Caps Shift and you'll be able to get onto any screen you like.



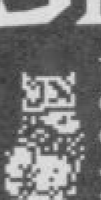
Cheers, ears! Okay, what's next? Ooh, it's another *Tempest* tip...

I've found a cheat! **(Well done, you!)** Press Enter to start and you can advance a level by pressing G and go back a level by pressing B.

Thanks to Darren James for that. (And, no you can't have a badge wrapped in a ten pound note!)



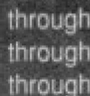
SPIKE IN TRANSILVANIA



This must be the easiest Codies game ever. No sooner was JD's review printed a few months back than a trillion complete solutions whizzed through the letterbox, whacking James on the forehead and knocking him off his stool. I know it's taken ages for the solution to get into print, but I was waiting 'til I had a good map to go with it. When the map arrived, there wasn't enough room to print the solution. Ho hum! Here's John Phillips...

Pick up the gloves and the doorknob, go to the door and it'll open. Go through and walk L, avoiding the poisoned apple on the floor. Go through door, pick up the bag of gold. Exit L, take food, push cannon towards boulder and exit building, R (x5). Carry on right and change object to bag of gold. Give it to the guard, go R twice, put switch in down position and continue R. Go through the door with the moose above it, then go through the R door but don't pick up the poisoned apple.

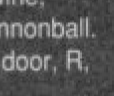
Climb ladder to the next screen and pick up juice of toad. Go R, pick up key, go through door, take food, go R and take crucifix. Retrace your steps to the screen with the ladder, go R and drop the juice of toad into the wizard's cauldron – it should dissappear. Now go L through door and then through the next door on the L, go through door on R and then go L. (The spikes here cannot hurt you cos you changed the switch.) Avoid bats and climb ladder, L (x3), take key, R (x3), down ladder, L, take food, L and go through door. Go R (x4), avoid rats and pick up ploughman's lunch, L, through door, R (x4). Go through R door, L (x4), give ploughman's lunch to Farmer Piles. R (x4), go through R door, then L door. Go R, through L door, take key, go through door, R, U (x4). Change object to gloves and walk up to the rope. This will defean the bat. Pick up the bat and go down (x4). Go through door





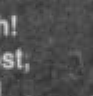
and L, put switch on left wall in down position, R (x3). Unlock cell door on L, go through R door, L, unlock cell door, R, go through L door, L, unlock cell door, L, change to crucifix. Go through door and immediately drop crucifix to kill ghosts. Go R and pick up spell book, L, through door, R twice, go through left door. Wear the wellies, pick up bone, R, take key, through door, unlock cell door, through left door, L, wear wellies again to pass the mud. Through R door, L, pick up torch, L, through door, take key, L twice and through door. Through L door, then R door, R, drop spell book and deafened bat into the wizard's cauldron. Pick up tie, L, through door, through left door, L (x8) and drop torch. Go left into pub, R, pick up bottle of wine, through door and take cannonball. Through door, L, through door, R, drop a key, pick up torch, drop cannonball onto cannon, drop torch onto cannon and the boulder should vanish. Go down the hole, drop bone in front of dog and go R twice. Through door, R twice, through door, pick up personal stereo and key, retrace steps back to the dog, through door, through next door, L and through door.





R, through door, take key, through door, L, through door, drop tie, R, take key, R (x8), through R door, through L door, R twice, through door and give personal stereo to guard. Unlock the cell door, through door, U (x3), take key and D (x3). Through door, R twice, through R door, through L door, through R door and give bottle of wine to the guard. Unlock cell door, R, unlock cell door, L, through R door and L twice. Through door, R, unlock cell door and you're finished. Hurrah!

I'll second that – hurrah! (There's a game in the post, John. You'll have to send your address in first though!)

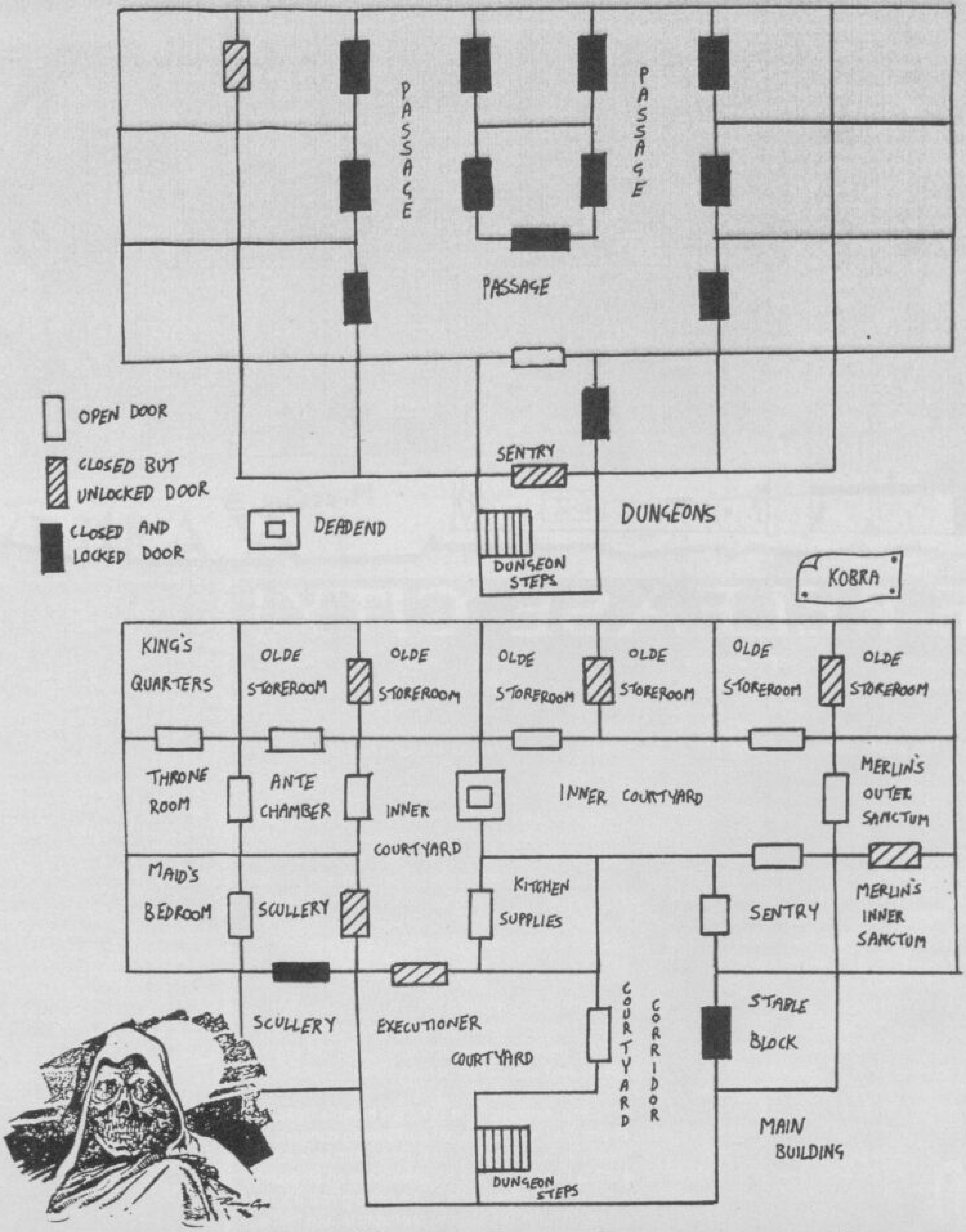


KNIGHTMARE

Spook time, Spec-chums! Here's the complete solution to this scarey-warey cover game. (R = right, L = left, D = down, U = up etc.)

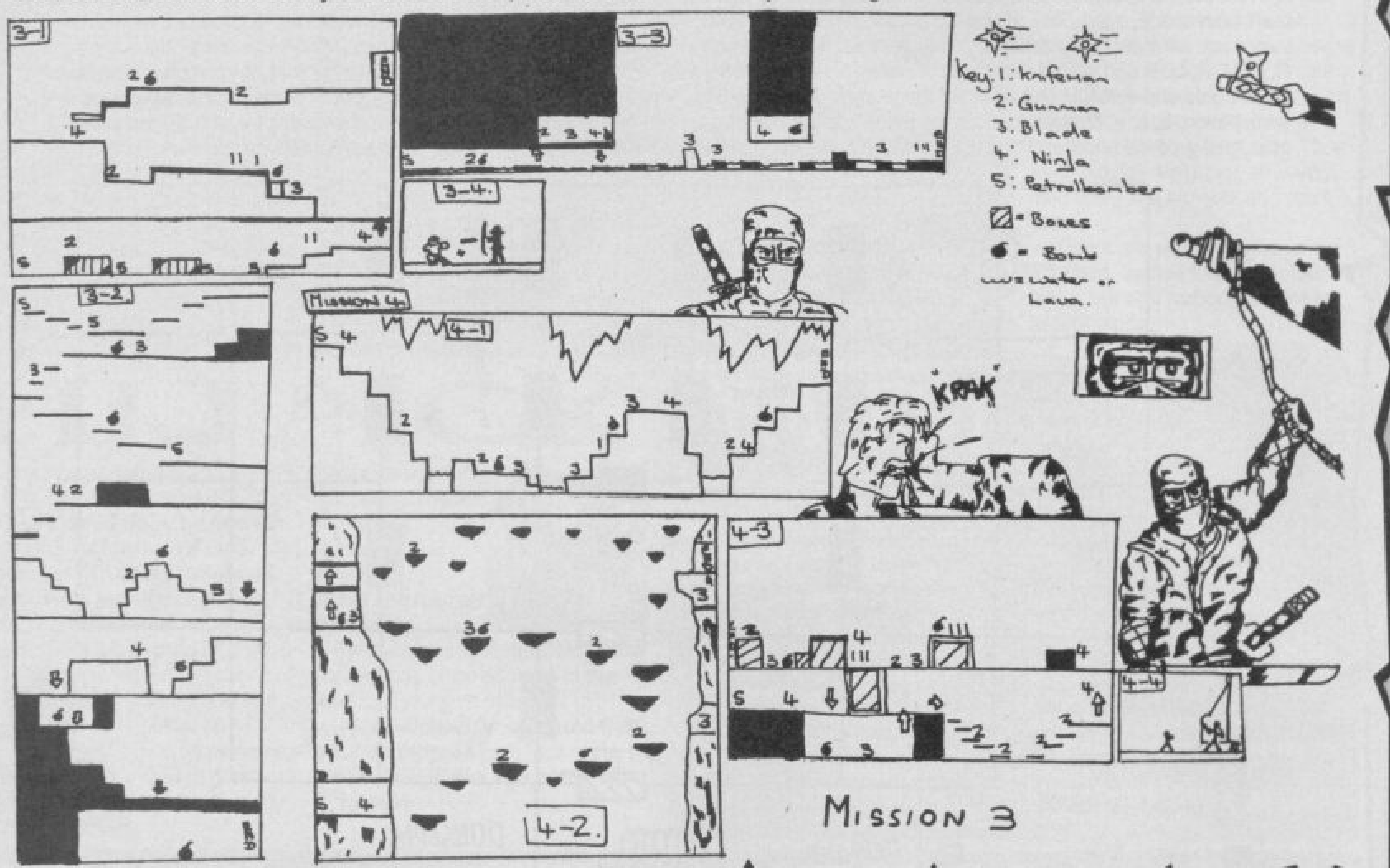
From the start screen – take food, give food, give water, ask old man, take spade, open door, R and dig ground. D, D, R, D, take sword and kill men. Open door, D, say false, true, false. Get gold, L, R, U, U, R, U, R and you can work out the answer for yourself. Take potion, gold and scroll, U and work out the answer for yourself. L, drink potion, L, L, L, D, open the door on the left, L, L. Give maid gold, give gold, take locket, R, spell CASPAR, D, work out answer for yourself. Take spade, U, R, R, say false, true, false. Take fat, L, D, say Noophyll and AT. U, R, take water, R, D, L, L, U, U and dig in all dungeon passages 'til you find pitch. Take pitch, go to dungeon steps, L, R, U, U, R, U, L, L, L, L, L. Ask King, U, get gold, open trapdoor, kill monsters, go through trapdoor, L, spell ICE, throw locket, throw fat and throw pitch. And that's the lot.

Thanks to Danny Kieman for that. If you follow the exact instructions you should be out of those damp dungeons in a few hours. (Eek!) If you need an extra bit of help, just follow Dominic Rackstraw's creepy map.



SHADOW DANCER

You might remember **Stephen Hancock**'s maps of Levels 1 and 2 of *Shadow Dancer* from ish 69. If you didn't see then, then here's a little something to show you what you missed. Yep, young Stevie's come up with the goods for Level 3 too...



RE-RELEASE CITY!

A timely tip for this *Renegade 3* from Jeremy Buxton (who refuses to give me his address!)...

Press down Q and T in the game to automatically finish the level. Brilliant I hear all the shed cry!

Brilliant! (The whole shed.) What's next? It's *Cavemania*...

When you're asked to put your name on the scoreboard type in ROK and you should have infinite everything!

Ta to someone (you forgot to put your name, you daftie) from Barnsley for that little snippet! Another recent resident in re-release city is that old classic, *Rainbow Islands*. Robert Lavery has the lowdown on the spiders, werewolves and all those other nasty things that you come across in a technicolour fantasy world!

☼ Level One - Insect Island

When you're used to the tactics and can kill the big spider, this level's a piece of cake. When you get better, you can take every single bonus. When learning, don't just grab any bonus you can. Start off by practising killing the baddies.



On Round Three, remember to move quickly cos at the start a baddy maker falls onto the platform above you. Don't rush for it cos, if you do, a flying caterpillar lands in front of you.

☼ Level Two - Combat Island

Concentrate on killing the baddies and collect more bonuses as you improve. If possible, use the star icons to dispose of the small choppers and shooting thingys. (If there are no stars, just shoot them.)

☼ Level Three - Monster Island

At the start there's three werewolves running towards you. Wait for them to come, then shoot. If you shoot a rainbow just to the left of the nearest platform, the werewolves will through the top of it and won't be able to get out of the sides! Break this rainbow and you'll probably get a red diamond. Beware of the bats, try to get all the diamonds and throw lots of rainbows at the vampire!

☼ Level Four - Toy Island

When you come to the big head, always start to his left, cos he moves down and right. Shoot him when he gets to the bottom of the screen. Beware of low-flying oval disks!

Simon, who claims that he's a humble Spec-chum, also warns against performing dangerous feats just to impress your friends. And he's right, kids. So next time you try to balance an elephant on your nose, remember – it's not big and it's not clever. (Well, the elephant probably is, but that's not the point!)

SWEENEY TODD'S ODDS AND SODS PART TWO

Gerard Sweeney was so pleased at his last 'corner' that he wrote and asked for another one. He slipped in a packet of Love Hearts to try and sway me!

Okay, first a little 'un for *Edd The Duck*. While playing the game, hold down 0 (zero) and the cursor Up key, and you'll be able to choose between a colour game and a monochrome one.

I won't ask why. What's next?

Well, this isn't really a tip but it is very serious. Y'see, in the instruction manual for *3D Construction Kit*, there's a misprint! When using the IFSENSED option in the conditions editor, you must type "IFSENSED n" where n is the number of the sensor you are detected by (if you know what I mean).

No, but it sounds jolly useful!

PRACTICAL POKES

YS HINTS 'N' TIPS TIPSHOP

Anonymous hackers, 12 year old hackers – they're all in this month. Oh, and so is a rather unscrupulous character. Let's go...

THE YOUTH OF TODAY

Yes indeed, hackers are getting younger and younger. **Joao Silva** from Portugal is twelve and has cracked *Klax* and *Myth*. He'll be doing the MoD computers by the time he's in his teens! So take advantage of these two while you still can...

```
15 REM Klax by Joao Silva
10 POKE 43967,0: POKE
23417,84
20 POKE 65002,232
30 POKE 65003,99: POKE
41423,0
40 LET A=PEEK 65E3
50 IF A=243 THEN GOTO 90
60 MERGE "": POKE
23970,234
70 POKE 23927,53
80 POKE 23793,53: RUN
90 RUN USR 65E3
```

```
25 REM Myth by Joao Silva
10 BORDER SIN PI: POKE
VAL "23624",SIN PI: POKE
VAL "23693",SIN PI: CLEAR
VAL "29999": LET L=PEEK
VAL "23631"+256
PEEK VAL "23632"+VAL "5":
LET K=PEEK L: POKE L,VAL
"111"
20 LOAD ""SCREEN$: LOAD
""CODE VAL "61440": POKE
L,K: POKE VAL "62045",NOT
PI: RANDOMIZE USR VAL
"61504"
```

SPEEDLOCK 2 GETS A KICKING

After months of slaving away, anonymous hackers (who still aren't really that anonymous) **Gerard Sweeney** and **Jamie Murray** have caned *Speedlock 2* to get an infy lives routine for *Slapfight*. Oh, and they've done a more comprehensive *Heavy On The Magick* routine than mine, so I've stuck that in too.

```
31 REM Slapfight by Hackers
Anon
10 CLEAR 45E3: LOAD
""CODE
20 LET A=3E4
30 READ B: IF B=999 THEN
RANDOMIZE USR 3E4
40 POKE A,B: LET A=A+1:
GOTO 30
50 DATA 221,33,123,117,33
60 DATA 193,228,6,6,197
70 DATA 221,78,0,6,0
80 DATA 221,35,17,168,97
90 DATA 237,176,229,62,201
100 DATA 18,205,168,97,225
110 DATA 193,16,232,33,103
120 DATA 238,17,0,248,1
130 DATA 152,17,237,176,33
140 DATA 110,117,17,0,252
150 DATA 1,30,0,237,83
160 DATA 68,250,237,176,195
170 DATA 244,250,175,50,232
180 DATA 190,50,233,190,50
190 DATA 234,190,195,68,251
200 DATA
16,24,50,14,25,22,999
```

```
41 REM HOTM by Hackers
Anon
10 CLEAR 64999: LOAD
""CODE
20 LET A=65E3
30 READ B: IF B=999 THEN
RANDOMIZE USR 65E3
40 POKE A,B: LET A=A+1:
GOTO 30
50 DATA
33,235,254,34,104,255
60 DATA 195,20,255,175
70 DATA 50,45,121: REM
IMMORTAL
80 DATA 50,189,121: REM
INFY AMMO
90 DATA 50,90,121: REM
INFY LIGHT
100 DATA 195,76,92,999: REM
END MARKER – DON'T
DELETE!
```

SOMEONE WITH A Y!

I got a letter from Bournemouth in Dorset this month, its writer being a Miss **Tamsyn Parris**. I really wanted to print some of her stuff, not least because she's got a 'y' in her name (there's something about that letter, I don't know what).

Unfortunately, what she didn't rip out of *Sinclair User* back-issues was ripped out of *YS* back-issues – and half the stuff was written by me! Now, a word of warning, Spec-chums! Next time you try to pass off someone else's work as your own, be a bit more discreet than to send it to the person who wrote it!

Time to write a massive blue scrolly, methinks. Send your original stuff (nothing I wrote, please) to Jon North, PP, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. See you in the scrolly.

KLIMAX

According to Mark Prior our covergames are getting really easy! It's taken him less than a week to crack *Klimax*. Which is good news for us!

Get as many power-ups as possible and get the power up to max first, then speed, then range. At the bottom of the screen are the letters P, R and S. These correspond to the number of power-ups for power, range and speed.

P = power	max 6	start 4
R = range	max 9	start 4
S = speed	max 9	start 2

Keep them all topped up to maximum if possible. Of the three firing systems, the four-way one is best (especially on the freeway levels). They can clear large areas of nasties quickly but take care not to shoot the auto-destruction units. To get four-way firing just pick up the little boxes that appear when you shoot certain nasties on the freeway levels.

To get around, it is best to hop from teleport to teleport. When you reach a new level, scout around finding all the nuclear power units. Then, as the auto-destruct units (ADUs) appear near the teleports, hop between them 'til you find the ADU and plant it in front of the furthest power unit. If necessary, hold it in place 'til it blows up. (Don't worry, they can't harm you!)

On the freeway levels, try to stay along one edge of the board (I prefer the bottom left), and shoot any baddies that come near. If you can survive 'til your time runs out, you're okay. And now the moment you've been waiting for – the level codes...

Sector	Code	NPSW
0	0000	9
2	0220	16
4	7546	10
6	1968	12
8	5139	13
A	9595	15
C	0258	19
E	1712	19

NSPW means nuclear power units still working and is also shown on the bottom right of the screen.

Incidentally, to enter an access code just press the fire button whilst on the menu screen. Four digits will appear and rotate around in order, press fire to stop on the required digit and repeat with the next one. And that's it. Brill, or what?! (Whaddaya mean, no?)

Actually, you're wrong! I think it's completely brill. So there! (And I wouldn't dream of being so rude as to suggest otherwise.)

Batman The Movie

Ne, ne, ne, ne, ne, ne, ne, ne Batman! Batman! Batman! Ne... ***(I think we get the drift, Linda. Ed)*** **Okay, here's a tip from Andrew Checkley to get rid of all the baddies in Levels One and Five.**

All you need to do is fire your batarang up at the ceiling and then go up again and the people will have gone. (Except for the bomber bloke you meet at the first ledge.)

Short, but straight to the point. (Just like that Bryan Adams!)

Mullet!

Well, that's your lot my little unseeded pumpkin armpits. I'm off to buy the new Pastel's single now, I'm terribly excited and it's almost too much for me. ***(Calm down, Linda. You've gone all wobbly.Ed)*** **I'll tell you all about it next month!** ***(Can't wait. Ed)*** **Keep those tips and maps pouring in and we might even have some colour next month. 'Til then, keep smiling and if you see any small children wandering the streets, take them to the nearest police station. They're probably lost.**

Got a problem? Get it solved! With

ADAM WARING SPEC TEC



Fish know best! S'true. Our Tec knows as well, and *he's* telling all....

There's a couple of guys on my tail. Been tryin' to lose 'em for a while, but I can't seem to shake 'em. Quick, let's just dodge into this doorway for a while, see if we can give 'em the slip. My Uncle Albert (my old ma's big brother) was the President of the United States, you know.

It's no good, they're coming over. Strange, they don't look like the usual goons that I see on the streets. I know, I'll swop my goldfish for your pair of roller skates. Then I'll be alright.

It's not the usual attire they're wearing. No pin-stripes or spats. What are they wearing? They kinda look like white, flappy coats. And that's no gun in his hand, looks like a needle to me. I bet he doesn't have a vase called Dave like I do. It's true, he's got a thing about hyacinths.

They're closing in. Okay, the thing to do is to keep walking, back straight, eyes straight ahead, try to look inconspicuous. Hmm, pity I forgot to put my pants on this morning...

FACE IT

All I would like to ask is which Multiface you'd recommend for my +3? My main reason for wanting one is just to copy my games from tape to disk, but I would like one to hack with too.

My second query is that I have difficulty loading games from cassette. I am using an old tape recorder that has left and right input ports and left and right output ports. Which ones should I put the leads into? I have tried them all with only limited success! I have also tried all the sound levels but that doesn't seem to help either. Help! What am I doing wrong?

Michael Knight
Ellacombe, Devon



All Multifaces do pretty much the same job, the difference being that there are different models for the different types of Spectrum.

So, you need a Multiface 3. Big surprise, huh? This will allow you to transfer many of your games onto disk, and it'll let you delve into the code to hack.

Tape trubbs? Seems everyone has those. It sounds like you're using a pretty posh piece of recording kit. I have a good one that fits in the heel of my shoe. Whereas we like to listen to good quality stereo sound with Dolby noise reduction, computers actually prefer rough sounding mono recordings. The trouble with the more expensive kind of tape recorders is that they have all sorts of gadgetry inside them to cut down on annoying white noise, hiss and unwanted high frequency sounds. Thing is, this is just what the Speccy wants to hear. Those high pitched squeaks and squawks that give you a start if you forget to plug the cassette lead in are what it uses to store information on tape.

My advice? Get hold of a cheap but reliable mono recorder, preferably marked as 'computer compatible'. Sony do an excellent one for around 20 bucks.

If you're going to carry on using the tape recorder you have, then make sure you switch off all noise reduction systems, as these won't help one bit. **Ad.**

BY THE BOOK

I have been programming in 48K for a few years now using programs printed in books.

Now that I have a +2A I want to go a step further and start making my own programs. At the moment I am reading through my +2A manual, but I find most of the jargon too complicated.



Is there a book or tape which can introduce me to programming in a simpler way?

Tung Tse
London

It's a real shame, but many of the best books on learning to program the Speccy are out of print. Interface Publications published loads of easy-to-understand programming books in the early eighties. Sadly, the company no longer exist.

Your best bet is to look around bookshops, especially in the bargain buckets. You may find something in there. If you have no luck, keep reading Spec Tec, I'm sure that one or two of your problems will be straightened out as time goes by. **Ad.**

FOR MY NEXT TRICK...

I'm writing to solve one of the most special investigations ever! Yes. I'm talking about the EDIT key. (*Surely not – Ad.*)

POKE 23744,0:POKE 23745,0

The above will disable EDIT and NEW if the EDIT key is pressed. And there's more:

POKE 23744,181 Cursor will vanish when EDIT is pressed. (Press ENTER to make the cursor reappear.)

POKE 23745,181 Press EDIT and the keyboard will lock up.

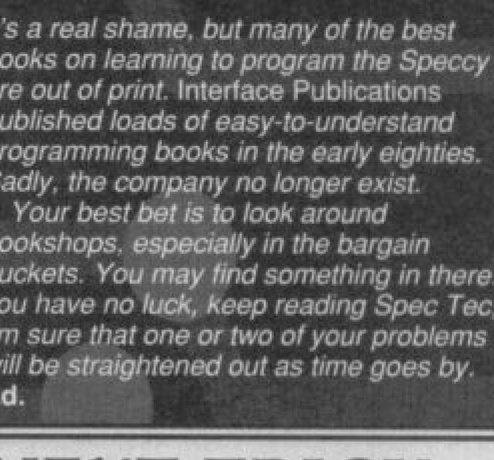
Put the next poke before an INPUT command to protect it from nosey parkers:

POKE 23614,0 Crashes if the cursor down is pressed or the STOP command is used. If this makes your program crash, use the value 200 instead of 0.

That's all you're getting, for now...

John White
Peckham, London

Thanks, John, a 'Special Investigation Solved' prize is on its way to you. **Ad.**





CRASH COURSE

I have a couple of questions to ask you.

1. Why do some of the POKEs you print crash when I try to run them? I find this very annoying as will all the other people who have to type this POKE out, save it, run it then watch it crash as the game loads.

Could the alignment be to blame? Or is it just my typing that's crap – could that crash the POKE?

2. I really would like to get my hands on some back issues of *YS* but the only way to do this (I think) is to subscribe for your brilliant mag which I don't particularly want to do (as this will make you richer). Please tell me how to get some past issues of *YS* without subscribing.

3. I am a really lazy person who can't be bothered to pay by cheque, so sending money in an envelope is an extra easy option. Does this go under the section of 'postal order'? If not please tell me what postal order means. None of my (rather intelligent) friends know the foggiest about postal orders, and can I send money in envelopes to pay?

Jack Chan

1. Judging by your letter, it's your typing that's crap. If a POKE isn't entered exactly as shown in the magazine, with every digit and every comma in the right place, then a POKE will almost certainly crash the computer.

We make lots of effort to make sure that all the listings printed in YS are correct. Double-check your typing!

2. There's no need at all to subscribe to YS *to get hold of back issues. In fact it's a completely unrelated service to subscribing, it just uses the same order form. Just fill out the form on the subs page and list the issues you want, just ignore the subscription bits. And no, you can't claim the free gift if you don't subscribe.*

Subscribing is a good idea, though. For a start, you get a free game. Also, YS *is about to go up in price, so you can protect yourself against price rises for a year. And you get a brill newsletter written by Linda. Cute dame – reminds me of my sister.*

3. A postal order is available from the post office. It costs a little more than sending the money direct cos the post office make a charge for making one out. It's a lot safer than sending cash through the post, though. (Never know, it might fall into the wrong hands.) In fact you should never send money through the mail – if it gets lost then there's nothing you can do about it, whereas losing a cheque or postal order means you don't lose the moolah. **Ad.**



MORE MEMORY

My Dad recently bought me a few 16K games but I own a 48K Speccy. How do I get the Speccy into 16K mode?

I can't get my Dad off the computer when I load *Southern Belle.*

Karl Baker
Crewe, Cheshire

The good news, Karl, is that you don't need to do a thing to get your Speccy to load the 16K games. Just load them in the normal way and there shouldn't be any problems.

It's only when you're trying to load a game that needs more memory that you run into trouble. You wouldn't be able to load a 128K game into your machine, for instance, but anything that requires 48K or less will be fine.

I think your Dad needs to be 'fixed'. Put worms in his slippers – that'll teach him. **Ad.**

FOLLOW THE LEAD

I am writing to ask you help clear up a problem I'm having. My +2A's tape deck has broken and I was wondering if a lead to connect an external tape deck to the computer is available. Please help, I'm at my wit's end because I can't play any games.

D W Harding
Alvaston, Derby



I'm not aware of any such lead DW. You might be better off getting the cassette unit repaired. Check out the On Spec *pages in* YS *for a suitable repair company.*

And if anyone knows how to connect an external tape recorder to the +2A, then get in touch. I'll make it worth your while. **Ad.**

GETTING ADVENTUROUS

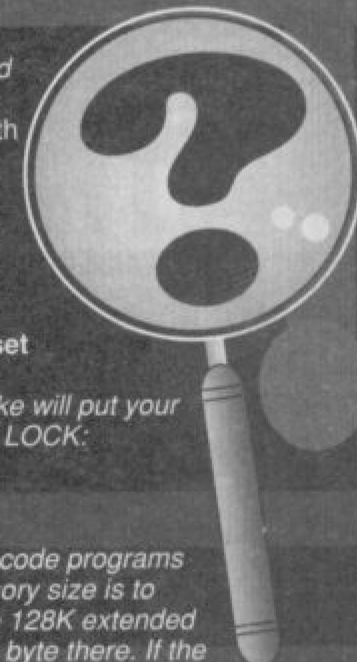
I have three questions to ask you.

1. I have written an adventure game that only runs when CAPS LOCK is on. How do I program the computer to do this automatically without asking the player to press it?

2. In my game I have used the PLAY command to add music. It's fine in 128K mode, but if you switch it into 48K mode it comes up with 'nonsense in BASIC'. What line can I add to tell the computer to skip the music if it's loaded in 48K mode?

3. I have one of those little Sinclair printers but it doesn't fit in the printer port on my +2A. It fits in the expansion I/O port, though, and will print listings and screen dumps but only in 48K mode because in 128K mode the printer signals go through the printer port. Is there a lead to fit my printer into the +2A printer port? If so, where can I get it and how much does it cost?

One more thing. (*Wait one doggone minute, that's four things. I thought you said there were only three questions? Ad.*) I would like a program so that I can type things directly on screen and not have to bother with typesetting and be able to print it out without any hassles. Will *Tasword* allow me to do this?



Please help me with all my problems, I would be extremely grateful as they have been bugging me for some time.

Alan Knight
Bournemouth, Dorset

1. Easy. A simple poke will put your computer into CAPS LOCK:

POKE 23658,8

2. The way machine code programs check machine memory size is to attempt to switch the 128K extended ROM in and check a byte there. If the switch is successful, then the machine must be a 128K one and so be able to use the PLAY command. If anyone can come up with a BASIC equivalent then, well, you know the score.

3. 'Fraid there's not a lead (that I know of) available to convert the ZX Printer to work from printer port of the 128K machines. However, what's more likely is that someone, somewhere has written a 'patch' to direct the printer's output to the expansion port. How about it, guys?

Tasword *is a word processor. It lets you type text on the screen, edit it and print it out at your leisure. Unfortunately the version of* Tasword *for your machine,* Tasword +2 *isn't configured to work with the ZX Printer. You should be able to use* Tasword 2*, but you'd have to run it in 48K mode. That is unless anyone knows any better...* **Ad.**



YOU KNOW WHERE TO FIND ME

Oh no! They're on top of me! Can this be the end? Wait a minute, leggo! I already have a jacket, and *that* one has the arms sewn together!

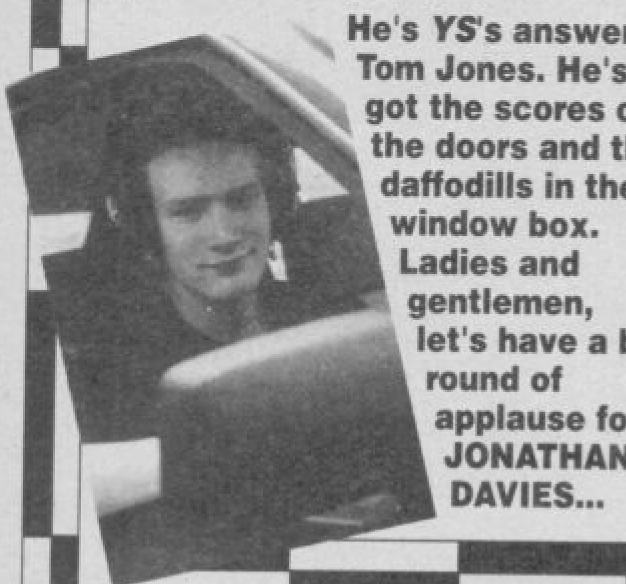
Oh dear, they're bundling me into a van with a flashing light on top and a cross on the side. They're taking me to the loony bin! They keep saying that everything's going to be alright and I'll feel better after a rest.

Oh well, looks like I'm gonna be locked up for a month at least. But don't let that deter you. Send your mail to **Adam Waring, Spec Tec, *YS* Funny Farm, 30 Monmouth Street, Bath BA1 2BW.**

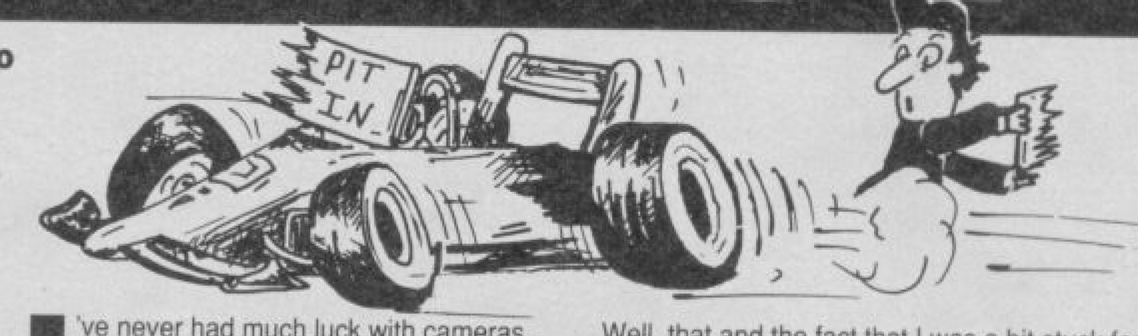
I'll answer as many letters as I can, just as soon as I figure out how to write the replies with my arms strapped to my sides. Don't forget readers: Woof! Woof! Look out for the lobsters. And don't eat melons under the bedclothes – it's more dangerous than you might think.



PROGRAM PITSTOP



He's *YS*'s answer to Tom Jones. He's got the scores on the doors and the daffodills in the window box. Ladies and gentlemen, let's have a big round of applause for JONATHAN DAVIES...



I've never had much luck with cameras. That's why I thought I'd better take this opportunity to point out that I don't look anything like any of the photos that have appeared in Pitstop over the years, least of all that one over there. (Fortunately I seem to be shrouded in darkness, as Andy O's no Lord Lucan. Or was he the one who disappeared?) Well, that and the fact that I was a bit stuck for anything else to put in this month's intro, as usual.

Pitstop's temporarily down to one program this month, but what a corker it is. **Jim Newall**'s 48K Music System will send tingles down the spine of anyone fed up with their Speccy's weedy Beep command.

48K SOUND SYSTEM

by Jim Newall

Given the choice between a 128K and a 48K Spectrum, I'd plump for the latter any day. That compact case, those easy-on-the-fingers rubber keys, the straightforward and nippy Basic editor, that endearing keyword system, games that multiload in convenient chunks – it all adds up to a great package in my opinion, miles better than those grey, impersonal Amstrad offerings. Our rubber-keyed buddy's just got one small problem: the sound's crap. Getting it to play a tune involves an endless string of Beep commands, and hours spent working out the right numbers to go with each one. And if you do ever get the thing finished, it tends to sound more like a digital watch alarm than the symphonic masterpiece you'd originally intended.

But fret no longer. Here, and not a minute too soon, is Jim Newall with his 48K Sound System, which aims to give your 48K pretty much the same musical capabilities as the 128K. As well as giving you two-channel polyphonic sound (not quite the 128K's three, but as near as dammit), it also pulls off a convincing impression of the 128K's Play command, so to play a tune you simply bung all the names and lengths of the notes into a string and let the program do the rest. You've also got full control over the length of the notes, the speed of the tune and a range of sound effects, and repeats are easy to accomplish.

First things first though. Type in the Basic section, which mainly consists of a demo, and save it onto a blank tape. Then type in the Hex Loader and use it to enter the hex listing. Remember that when entering hex, only type the pairs of characters a line at a time, and not the spaces between them which are there to make the text easier to read. Save the code thus produced after the Basic, and then reset and reload the whole thing. If all goes well you should hear Jim's rather splendid demo.

By now you're probably itching to have a crack at a tune of your own. It couldn't be simpler! (That's the whole point, after all.) What you need to do is type LET a$=" <lots of letters, numbers and funny symbols> ", where the contents of a$ are plucked from the following list:

a-g or A-G – pitch of note within current octave (N.B. pitch for channel A must be followed immediately by pitch for channel B.)
$ – use after a note to flatten it
– use after a note to sharpen it
O – followed by channel (A or B) and then a number (1-3) sets octave
1-9 – sets length of notes
& – denotes a rest
T – followed by a number from 1-12 sets the tempo
( ) – enclose a phrase to be repeated
! – sound FX – follow by three letters and/or numbers for a variety of sound effects (N.B. uses both sound channels.)

The numbers representing note lengths are as follows:

1 – semi quaver
2 – dotted semi quaver
3 – quaver
4 – dotted quaver
5 – crotchet
6 – dotted crotchet
7 – minim
8 – dotted minim
9 – semibreve

It might sound a bit technical, but basically a crotchet is one beat long, a minim is two beats, a semibreve is four beats, a quaver is half a beat and a semi quaver is a quarter of a beat, and adding a dot adds on half as much again. The length of a beat depends on the tempo you've set.

The best way to get to grips with what's going on is probably to take a gander at the demo, which explores all the various features. Once everything's set up, RANDOMIZE USR 62000 to play it.

If you come up with any particularly spectacular tunes, please don't send them to me.

Basic Section

```
   0>REM ****48K SOUND SYSTEM***
        ***By  Jim  Newall ***
        ***     1991      ***
   5 PRINT AT 10,3;"Press BREAK
 to exit demo."
  10 FOR n=1 TO 30: NEXT n
  20 LET a$="OA2 OB1 T10(CC DC E
G CG)(5EC FC 7GG)(3GC AC GC FC 5
EG CG) 5EG bD 7EG 8EG bD EG"
  30 RANDOMIZE USR 62000
  50 LET b$="OA1 OB3 T10 (3f#f#
&& 4aa 3f#f# 1f#f# 3bb f#f# ee f
#f# && 4C#C# 3f#f# 1f#f# 3DD C#C
# aa f#f# C#C# F#F# 1f#f# 3ee 1e
e 3c#c# g#g# 6f#f# 5&& && &&)"
  60 LET a$=b$+"OA1 OB1 T10 !98
7 !654 !321 (3f#f# && 4F#F# 3ee
1EE 3c#c# C#C# ee f#f# && F#F# &
& 1c#c# 3C#C# EE F#F# dd && 4DD
3ee 1EE 3c#c# ee f#f# 5F#F# && 1
&& EE 3C#C# bb aa)"
  70 LET a$=a$+b$
  80 LET a$=a$+"T10 OA3 OB1 (3&F
# C#F# C#F# 1C#F# EE && E& 3E& D
#C# D#E D#F# C#F# C#F# 1C#F# EE
&& E& 3D#C# C#E aF# &D aD a& aD
1aE 3bE 1bE && 3b& 1b& 3bF# C#F#
 C#& C#F# 1bF# 3C#F# 1C#F# &F# C
#F# 3&F#)"
 100 RANDOMIZE USR 62000
 120  GO TO 100
1000 PAPER 5: BORDER 5: INK 0: C
LEAR 61999: LOAD ""CODE : RUN
2000 SAVE "MUSIC-Demo" LINE 1000
: SAVE "DRIVER"CODE 62000,900: G
O TO 2000
```

Hex Listing

```
   10 REM General Hex Loader
   20 POKE 23658,8
   30 INPUT "Start Address: ";sta
rt
   40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   50 CLEAR start-1
   60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   70 INPUT "File Name: "; LINE f
$
   80 LET q=start
   90 LET cs=0
  100 PRINT AT 0,0;"Address ";q
  110 INPUT (q);": "; LINE a$
  120 IF a$=CHR$ 226 THEN  GO TO
320
  130 IF LEN a$<>16 THEN  GO TO 3
70
  140 LET f=0: FOR j=1 TO 16
  150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
  160 NEXT j
  170 IF f=1 THEN  GO TO 370
  180 FOR n=0 TO 7
  190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
  200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
  210 LET va=16*y+z
  220 LET cs=cs+va
  230 POKE q+n,va
  240 PRINT AT 2,n*3;a$( TO 2)
  250 LET a$=a$(3 TO )
  260 NEXT n
  270 INPUT "Checksum: "; LINE a$
  280 PRINT AT 2,25;a$
  290 IF VAL a$<>cs THEN  GO TO 3
70
  300 CLS
  310 LET q=q+8
  315 GO TO 90
  320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
  330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
  340 CLS : PRINT "VERIFYING..."
  350 VERIFY f$CODE
  360 CLS : PRINT "OK.": PAUSE 0:
 STOP
  370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

Hex Listing

```
62000 21 86 F4 22 88 F4 ED 73 =1177
62008 28 F3 CD 06 F4 1B 22 66 =901
62016 F3 ED 53 69 F3 01 32 F5 =1207
62024 3E 05 32 84 F2 7E E6 DF =1070
62032 FE 4F CA 8E F3 FE 54 CA =1460
62040 B8 F3 7E FE 28 CA 30 F3 =1340
62048 FE 29 CA 50 F3 FE 2A CA =1318
62056 87 F3 FE 20 C2 74 F2 23 =1251
62064 1B C3 19 F3 FE 31 38 0B =860
62072 FE 3A 30 07 D6 30 32 84 =811
62080 F2 23 1B 3E 01 E5 D5 01 =810
62088 32 F5 3D 21 B6 F4 16 00 =837
62096 5F 19 7E 5F 16 00 2A B2 =583
62104 F4 62 CD E9 F3 7C B7 28 =1370
62112 02 2E FF 7D 02 03 D1 E1 =867
62120 7E FE 21 CA 35 F5 DD 21 =1167
62128 B3 F4 3E 02 F5 7E FE 26 =1150
62136 20 0A 3E 00 02 03 23 1B =171
62144 DD 23 18 4D E6 DF FE 48 =1136
62152 30 5C FE 41 38 58 D5 1E =846
62160 00 7E E6 20 20 02 1E 0C =464
62168 7E E6 DF D6 41 D5 E5 21 =1333
62176 BF F4 16 00 5F 19 7E DD =924
62184 86 00 DD 23 E1 D1 83 D1 =1164
62192 1B 23 DD E5 DD 6F 7E FE =1224
62200 23 20 04 23 1B DD 2C FE =652
62208 24 20 04 23 1B DD 2D DD =621
62216 7D 3C CD 44 F4 02 03 DD =928
62224 E1 F1 3D 20 9F CD C6 F4 =1365
62232 7E CB 7A C0 AF DB FE 2F =1338
62240 E6 1F C0 C3 4D F2 00 31 =1016
62248 18 F2 3E 01 32 6B 5C C9 =779
62256 DD 2A 88 F4 DD 23 DD 23 =1155
62264 DD 23 DD 23 23 1B DD 75 =912
62272 00 DD 74 01 DD 73 02 DD =897
62280 72 03 DD 22 88 F4 18 C9 =977
62288 36 2A DD 2A 88 F4 C5 E5 =1165
62296 DD E5 E1 01 86 F4 B7 ED =1474
62304 42 E1 C1 20 08 21 48 61 =726
62312 11 7A 02 18 AC DD 6E 00 =668
62320 DD 66 01 DD 5E 02 DD 56 =948
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STOP
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BOTTOM

Getting your program into print could be easier than you think. It just has to be incredibly good, that's all. If you think it'll make the grade, pop it onto a tape or disk and send it to Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. And remember – there's £50 and plenty of badges up for grabs each month.

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1. Which of these machines do you own?

❒ Speccy 48K ❒ Speccy 128K
❒ SAM Coupé ❒ Amstrad CPC
❒ Atari ST ❒ Amiga
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2. Is *YS* good value for money?

❒ Excellent value
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3. How much do you like the cover of this issue?.../10

4. What do you think of the issue overall?.../10

5. How does it compare with previous ones?

❒ Much better
❒ Slightly better
❒ The same standard
❒ Slightly worse
❒ Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...

YOUR SINCLAIR.../10
..../10
..../10
..../10

7. And lastly, what do you reckon's the *best* thing about this ish, and what's the *worst*?

Mmm. Well, I really went a bundle on
....
....
But I didn't fancy
....
....
....
.... at all. (Er, is that it?)

■ It certainly is! And you don't even need a stamp to post it! Just send it off to Reader Survey, *YS*, Future Publishing Ltd, Freepost, Bath, Avon BA1 2XF. (And ta very much for your co-operation!)

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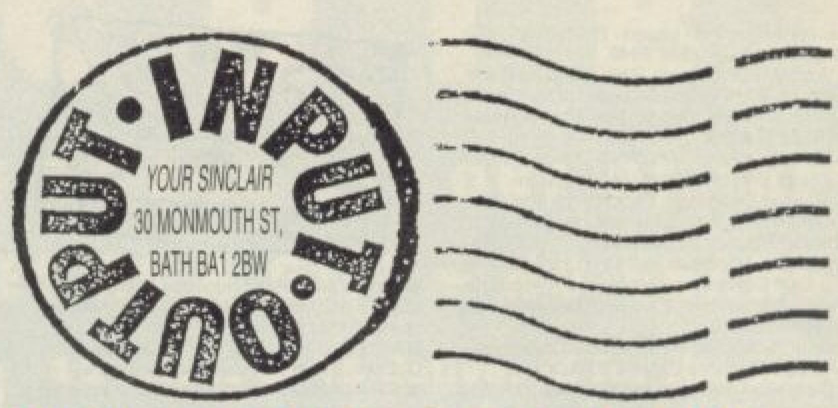


■ I will swop my *Chase HQ, Italy 90, New Zealand Story* and *Robocop 2* for your *Fighter Bomber, Pang, Golden Axe* and *Kick Off 2*. Also my *Popeye 2* and *Space Harrier* for your *Wonderboy* and *Silkworm*. One for one. Boxed originals only. **Phone 010 353 6529419 after 5pm and ask for Owen.**

■ Urgent – I will swop my *Ironman Super Off Road Racer* for *Viz* or *Toki*. **Phone Mark on 0994 231157 after 5 pm.**

■ Swop my *Extreme, Bloodwych, Barbarian 2, Indy 2* and *Star Wars* for *Golden Axe* or *Nightshift*. Five for one of those, or five for two of these: *Mr Heli, Altered Beast* and *Rick Dangerous*. Interested? **Call Aaron on 0846 621732.**

■ For sale! *Lunar Jetman, World Class Leaderboard, Moonwalker, Battle Stations* and *Konami Arcade Hits* and more. **Phone Matt on 0642 476003 for more details.**



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■ Loads of games to swop, mine are *St. Dragon, Golden Axe, Afterburner, Shinobi, Ninja Spirit, Dragon Breed, Black Tiger, Ninja Warriors, Pang* and *Shadow Warriors*. I want any good games. **For more details ring Daniel on 0604 810004.**

■ Will swop my *Chase HQ, Project Stealth Fighter, Carrier Command* and *Kick Off 2* on +3 disk. I want *Rainbow Islands, Space Harrier 2* and *Football Manager 2* (also on disk). Ring Tom on 0592 874594.

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■ Has anybody got *Rick Dangerous, Pang, Sim City, Shadow Warriors, Midnight Resistance* or *Monty Python's Flying Circus* to swop? Cassettes only, no disks. **Call Thomas on 086736 737.**

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■ I've got 1000 games including *Navy SEALs, Total Recall, Chase HQ 2* and many more. I want to swop for other games. **Phone Anton on Diessen, Holland 04259 1790.**

■ Will swop my *Target Renegade, Kwik Snax* and *WC Leaderboard* for your *New Zealand Story, Cabal* or *Double Dragon 2*. One for one, two for two or three for three. Will swap all three for your *Super Monaco Grand Prix* or *Hero Quest*. **Phone Greig on 0762 34176.**

■ I will swop *Subbuteo* and *Striker Manager* for *Cricket Captain* (or some other arrangement can be made). **Ring Paul on 0432 274267.**

■ +3 disk utilities for sale. Dice V30 – £6. DMSV 11 – £5. +3 diary and database – £5. SP7 tape-to-disk – £5.50. *Game Hacker 1* – £5. All on disk and all original. **Phone Robert on 081 770 3687.**

■ Wanted – *SWIV, Rick Dangerous 2, Lotus Esprit Turbo Challenge, European Superleague* and *Grand Prix Circuit*. Will give my *Dizzy Collection, Pang, Supercars, BTTF3, Toyota Celica GT Rally, The Running Man* or *Edd The Duck*. One for one. **Ring James on 061 335 0627**

■ Wanted! *Slightly Magic, Little Puff* and *Little Puff In Dragonland*. Two of mine for one of yours, or six of mine for three of yours. **Contact Stephen on 0705 255904.**

■ For sale – loads of great 48K/128K Spectrum games including *Return Of The Jedi, Ghostbusters* and *Pub Trivia*. Will sell seperately or take £28 for the lot. **Phone Kirsty on 0829 70348 after 6pm**

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■ Will swop my *R-Type, Rastan, Renegade, Ghostbusters, Slightly Magic, Fast Food, Zengi, Double Dragon* and *Vixen* for your *NARC, Lone Wolf, Midnight Resistance, Sim City, SWIV* and *Super Cars*. **Contact Paul on 0270 665647.**

■ I'll swop *Batman The Movie, Rastan, Thundercats, Chuckie Egg, Saboteur 2* and *Renegade 3* for ESWAT. First caller gets ten free Marvel comics. **Phone 063 89866 and ask for Paul.**



■ Wanted – *Wildstreets* for 128K. Will purchase or swop for *Platoon*. **Phone Marc on 0269 871285.**

■ Wanted – any wrestling games. Also wanted *Navy SEALs* and *Total Recall*. Will swop for *Robocop 2, Ghouls 'n' Ghosts* and *Shadow Of The Beast*. One for one. Games must be +2 compatible. **Ring Luke on 0284 754165.**

■ Wanted – *F16 Fighting Falcon, F1A18 Interceptor, F19 Stealth Fighter, F29 Retaliator, Project Stealth Fighter, Snow Strike, SWIV, UN Squadron* and *Gunship*. Will swop games. **Call Rick for a full list on 0746 861 682.**

■ Does anyone have a Spectrum +2/+2A printer? Will pay £25 ono. **Phone Alex on 071 622 2912 after 5 pm.**

■ Desperately wanted – *Pacland*, also any strategy war games for Spectrum +2. **Phone Richard on 021 382 8616.**

■ Wanted – *SWIV* in exchange for *Deviants, Blasteroids* or *Moving Target*. Will swop two for one. Must be in good nick. **Call Alex on 0242 233804.**

■ Urgently needed – SAM Coupé Midi Sequencer. I am willing to part with *Sphera, SAMtape 3, Rainbow Islands, Turrican, Taito Coin-Op Hits, Supreme Challenge, Afterburner, R-Type, Saint Dragon, Garfield, Starglider* and some budget titles. All originals. Please hurry! I'm desperate! **Ring Eamonn after 5 pm on 0232 601670.**

■ Wanted – *Election Day* (Mastertronic), *The Wild Bunch* (Firebird), *North And South* and *Sim City*. **Phone Jason on 021 7420363.**

■ Wanted – *Double Dragon 1* or *2, Renegade* (1st game), *Dizzy Panic* and *Kenny Dalglish Soccer Manager*. Will swop for *Ghostbusters 2, Afterburner, Wonderboy, Enduro Racer* and *Dan Dare 1*. One for one. **Phone Joe on 0283 40192.**

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■ Wanted – *Nightmare Rally* and *Killed Until Dead*, originals only. Will swop for my *Gazza 2* or *Moonwalker*. One for one. **Phone Ross on 0263 514395.**

■ Wanted – *Pang*, *Sim City* and *Ivan Ironman Stewarts Off Road Racer*. Will swop for *Hollywood Collection*, *Twin Worlds* and *Back To The Future 2*. One for one, two for two. **Contact Paul on 051 220 2882.**

■ Wanted – *Goonies*. Will swop for *Indy And The Last Crusade* or will buy at a reasonable price. Originals only. **Phone Steve after 6 pm on 0827 288776.**

■ Urgently wanted – *Predator 2*, *Creatures*, *Toki*, *SWIV*, *Gazza 2*, *Navy SEALs* and *Nightbreed*. I will swop my top titles, including *Total Recall*, *Lotus Esprit*, *Viz*, *Strider 2* or pay. **Phone on Edd 0706 76141 Now!**

■ Wanted – *Spy Hunter*. Will swop for *Yogi's Great Escape* and *Gilbert*, *Escape From Drill*. **Contact Lee on 021 471 1750 after 4 pm.**

■ £5-7 reward to anybody who can bring in *Rainbow Islands*. **Call Matt on 0703 778842.**

■ Wanted – *Manchester United*, prepared to swop for *Tracksuit Manager*, *World Soccer*, *Super League* and *Gary Lineker's Superstar Soccer*. That's four for one! **Contact James on 031 312 8349 after 4 pm.**

■ +3 disks wanted. Most swops considered. I will swop disks for games on disk or cassette. Blank disks also wanted with unmarked covers and labels. Will swop or pay. **Ring Jon on 0423 886285 for a full price list.**

■ Wanted – 48K Spectrum games and joystick. Will pay up to £100. **Call Paul after 5.30 pm on 0284 756252.**

■ Wanted! Spectrum 48K or 128K as cheap as possible. Will exchange for a Yamaha 100 variable instrument keyboard. **Phone 031 658 1183.**

■ Wanted – *Snoopy*, *Jet Set Willy*, POKES for *Jet Set Willy 1* and *2* and *Robocop*. Will swop for *Total Eclipse*, *Barbarian 1* and *2*, *Nightbreed* and *Midnight Resistance*. No copies. **Phone 0865 65962.**

■ Urgently wanted – OCP Art Studio. Will swop for *Lotus*, *Dizzy 2* and *3* and *Quattro Adventure*. **Call Niall on 0369 61290.**

■ I would like to swop a Spectrum +2 with about 80 games. A full set of *The Complete Spectrum* in a binder and other mags. Also a computer compatible tape player and two joysticks with interface. All this for a Sega Game Gear with TV attachment. **Phone Donovan on (Belfast) 0232 797771.**

■ Wanted - *Rick Dangerous 1*. Will swop for *Rainbow Islands*, *Oriental Games*, *Impossamole* or any other games. One for one. Originals only. **Contact Nathan on 0902 674984.**

■ Wanted – Complete VHS *Twin Peaks* TV Series. Did anyone tape it all? Good money paid for copies! **Phone Andrew on 0532 825952 after 6 pm.**

■ Wanted! A Spectrum +3 manual, reasonable price considered. **Phone 0582 419079 and ask for Russell.**

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■ Please will J Allen ring me (Adam) on 0249 658275 and tell me his address so that I can send him the games he bought.

■ Happy birthday Amy for the 20th of October. **From Phoebe and James.**

■ Bonjour to Darren of Arbroath. Thanks for ringing, phone again soon. **Love Claire.**

■ A Welsh message: Penblwydd grwfi i Iwan England. Helo i Twm, mai ed thyr dyc yn parpen, aim tw secsi ffor mai cat, Ail bi bac. Wsi nain milimedr! **Cheerio, David.**



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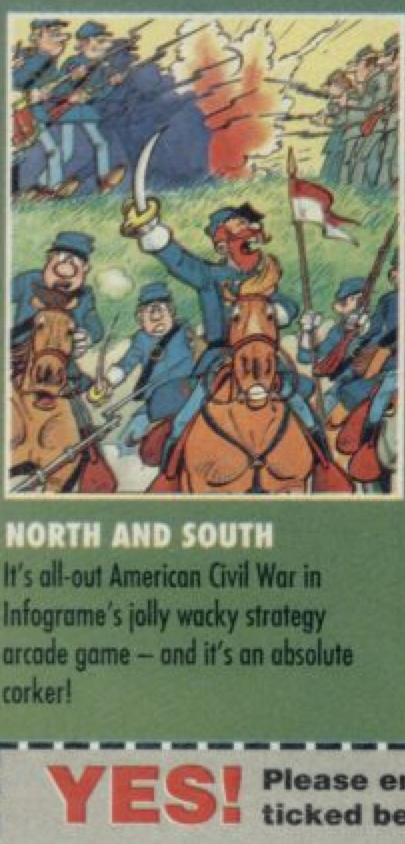
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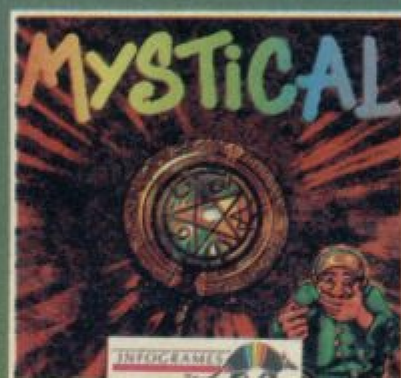
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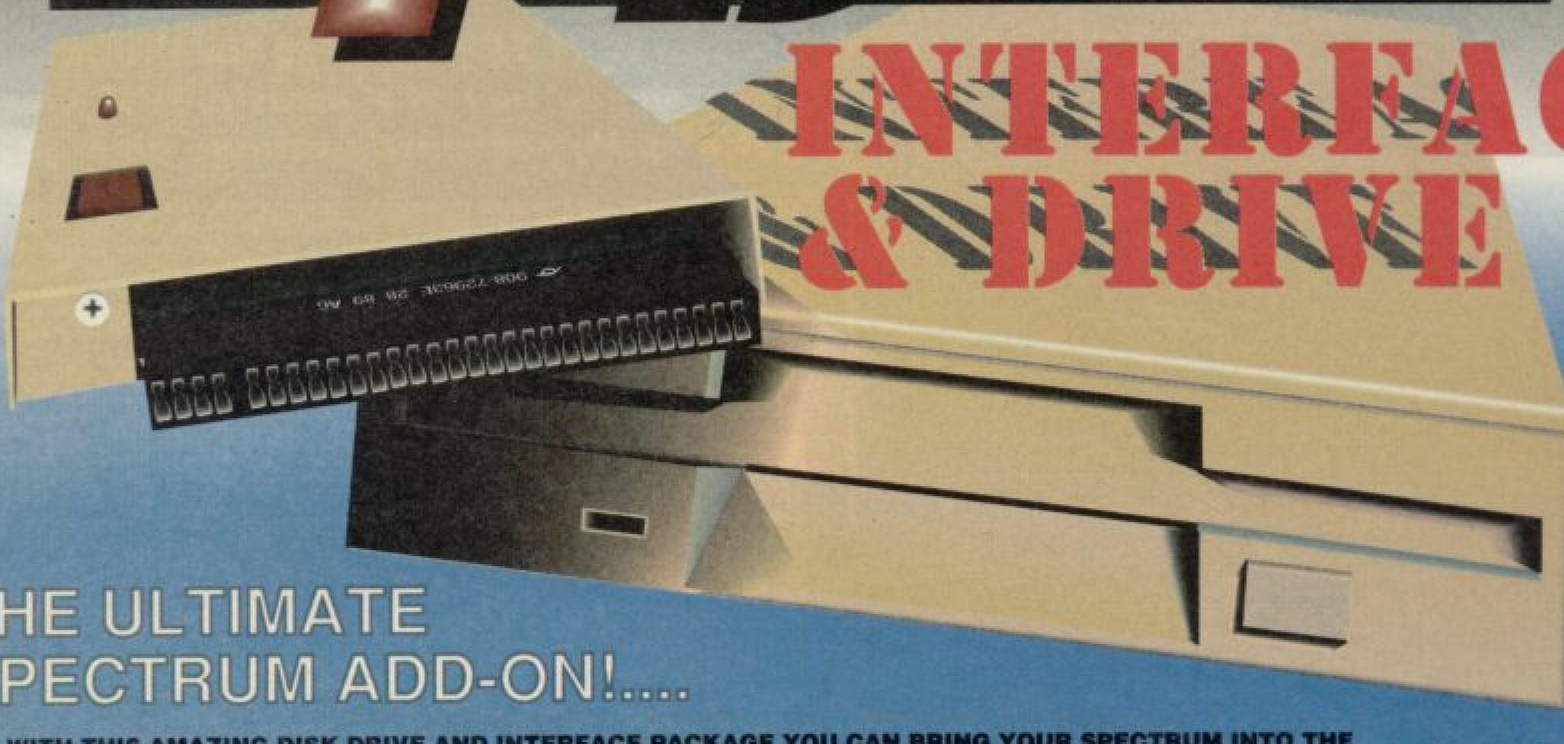
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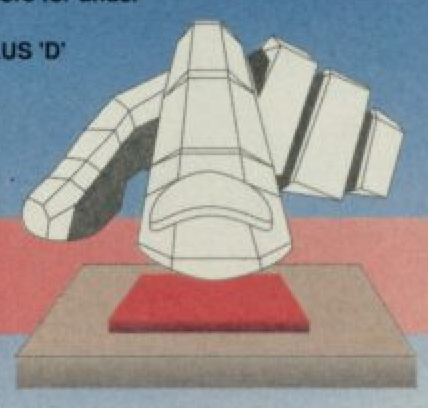
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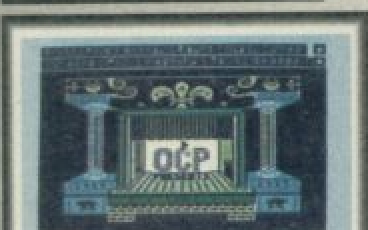
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REPLAY

We've got compilations coming out of our ears this month! (And nearly as many reviewers!) So come on baby, let's go!

Compilation

THE ULTIMATE COLLECTION

Ubi Soft/ £15.99 cass

No prizes for guessing what's in store for you on this compilation (cos I'm just about to tell you). *Skate Wars, Zombi, AMC, Stunt Car Racer, After The War, Pro Tennis Tour* and *A Large Banana* are all to be found within its lovely crafted box. One of these is a red herring.

Skate Wars

A spooky ice-hockey-cum-football-cum-beat-'em-up released twice previously under different pseudonyms, which just goes to show what a weird bunch Ubisoft are. But then, they are French! "Pretty good fun for a while, pretty original, but not quite there," was our conclusion then. It still rings true today.



62°



I know it's a great game and everything, but why on earth is it called *Zombi*?

Zombi

It's an icon-driven arcade adventure, it's a trifle bizarre, it's decidedly monochrome and it's disturbingly lacking in sound. Yet, inexplicably, it's one of the most addictive and playable games in the pack. Strange but true. Spook!

73°

AMC

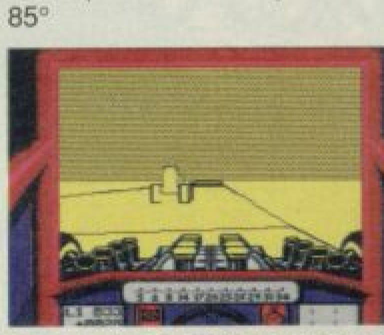
Equally strange was the fact that although it was printed with blue ink on pink paper (which made your eyes go funny when you read it), it seemed that we almost keeled over with sheer bliss at this scrolling beat-'em-up back in issue 55. But 17 issues on, its flaws are far more conspicuous. Basically, it's too graphicy and not gamey enough for my liking.

60°

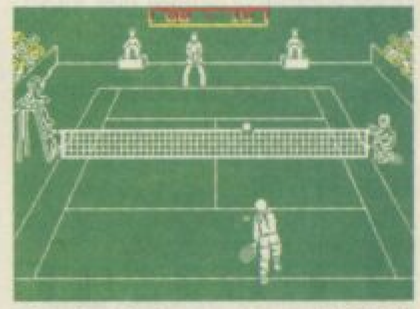
Stunt Car Racer

Ah, this is more like it. A perfectly, to coin a word, 'brilliant' 3D driving game held over a roller-coaster track. The graphics really have to be seen to be believed, and the playability's so great it'll be literally oozing out of the side of your Speccy and all over the table. *(That's nice. Ed)*

85°



Look at that for 3D! This is *Stunt Car Racer* and it's ace!



Give that ball a good smack! Hit it hard enough and you'll never see it again. Mind you, the umpire might get a bit annoyed!

Pro Tennis Tour



And what did we say about this one back in February 1990? "The best tennis sim on the market with dead accurate (if a tad hard) gameplay." That remark still stands firm today, although (being slightly picky) the game is far from perfect.

79°

After The War

And number six on the pack is this two sectioner, a combination of beat-'em-up and shoot-'em-up. Both sections have top-notch chunky animated graphics and there's plenty of opportunities for the player to interact, although it is perhaps a little too hard for its own good.

70°

A Large Banana

This is in fact the red herring, as no items of fruit are included in the compilation (due to packaging restrictions).

0°, cos it doesn't exist!

In summary, three good games and three alright (but still worth having) games. And there's not really much more I can say than that. *(You could say that the coherence theory states that a proposition is true if it fits into a network of propositions, often held by idealists. Much like* YS *really. Ed)* No I couldn't. **Rich.**

83°

ALTERED BEAST

Kixx/ £3.99



Originally released by Activision in '89, this was also included on Ocean's *Power Up* compilation pack back in June. And here it is again! Spook, eh? If you're into bright colours, whizzy graphics and lots of fighty-jumpy action then you'll love *Altered Beast*. It's crammed full of lovely colourful stuff and might well be the gamette for you. A rather large eyeball has captured a powerful wizard's daughter and you have been personally chosen to rescue her. You'll need brains and a steely physique to complete this difficult, yet romantic, task.

The beast who alters is you! You run the whole gamut – from good-looking chap, to dragon, to blue bear, to gold plated wolf. Before you can change , you'll have to travel along the five different levels and collect the souls of three white wolves. Along the way, there's all sorts of sprites, head-suckers and snakes that aren't the friendliest of creatures.

To get the most out of this game you'll have to possess the oriental skills of the next Bruce Lee. Yes! You too can astound your friends with your ace karate skills as you destroy the evil beasties.You too can prove what a He-Man, or She-Woman, you really are. If you haven't got *Altered Beast* already, then don't miss it this time round. **Rebecca.**

81°



Spook! Gosh, it's all change around here!. If you collect the soul of that white wolf, your pic will change colour. Good, eh?!

COMPILATION

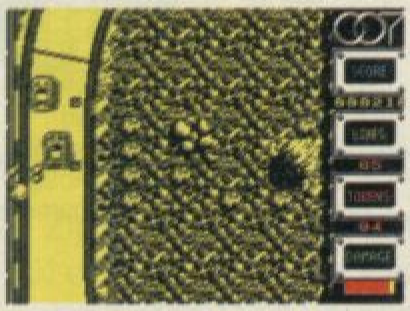
THE JAMES BOND COLLECTION

Domark/£12.99 cass

It probably wasn't a massively hard job for Domark to decide which three Bond games to include in their compilation, not when you consider that only three of their conversions have actually been any good. That's right, they've only included the ones with an 'L' in the title, but not *The Living Daylights*.

The Spy Who Loved Me

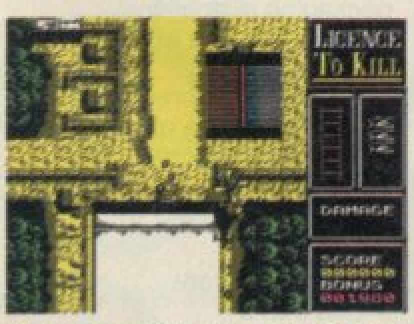
For the most part this is a shamelessly obvious *Spy Hunter* rip-off. It stars you as the driver of a car which is speeding feverishly up a vertically scrolling screen. Apart from drive, what you've got to do is avoid other vehicles and pick up weapons. A speedboat level, an underwater level and a running-down-a-corridor level are also included, but things become dull pretty quickly.
65°



Doesn't look like any kind of James Bond film I've ever seen.

A Licence To Kill

This is the James Bond game that has been re-released on compilations more times than I've had my appendix out. It's also the oldest of the included games and arguably the best. It adopts the form of six contrasting levels, all of the addictive shoot-'em-up variety. Er, and the graphics are nice too.
75°



It's an all-action game. That's why there's no Martinis or girlies!

Live And Let Die

Take *Road Blasters*, remove the car, add a speedboat, change the name to *Live And Let Die* and you'll realise that what I'm trying to say is that *Live And Let Die* is quite like *Road Blasters* (but with a speedboat instead of a car). 'Quite' is the most suitable adverb I can come up with to describe the fun factor, but a bug (in my version at least) that won't allow you past Level Three doesn't help. In fact, it completely ruins the whole game.
65°

And there you go, an average compilation. Buy it at your own (and no one else's) discretion. **Rich.**

73°

Power Drift

Hit Squad/£2.99 cass

MEGAGAME

The arcade version of *Power Drift* bucked like a particularly peeved, hydraulic bronco and it was a stomach-churning experience. Its roller-coaster racing circuits were positively evil and while this conversion may not have the graphic grace of the arcade, it's hot-wired the gameplay, driven it away and parked all 25 tracks onto tape. All in one load! Hurrah!

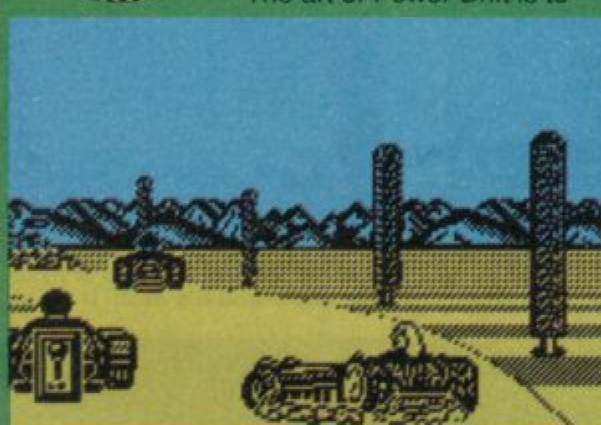
Power Drift follows a simple formula. Finish in the top three of any race and you progress to the next track in that five course sequence. Each four lap outing inspires two minutes of automotive madness, as all 12 drivers fight to reach the line first. It sounds simple in theory, but getting onto the winners podium is a tad tougher.

After choosing a course and driver, the screen pans down to the start line. This bit's great fun, you can watch the start lights and rev the engine in the best XR3i at traffic lights tradition! *(You've been spending too much time with that James, Trenton! Ed)* When they hit green, you hit the gas (and all the other drivers try to hit you). A couple of seconds later you're screaming down a gravel track at 130 mph and it's time to shift gears. One press of the fire button and you're in top and heading for trouble.

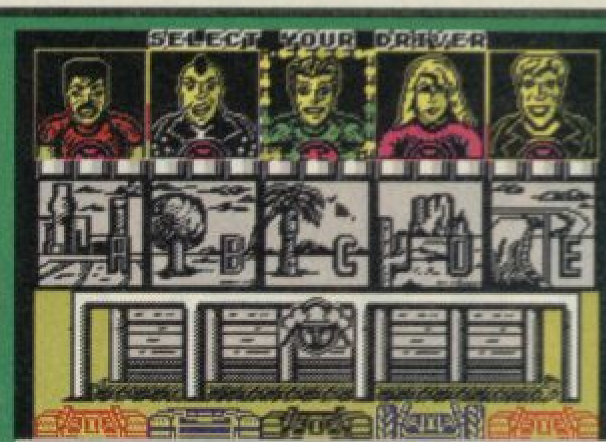


Why? Cos there are no straights on any of the 25 courses, just short stretches of non-bending bits between corners. Eek!

The art of *Power Drift* is to slide sideways through corners under full throttle, swinging past the saps who slow down and turn. These tracks aren't just unpleasant or terrifyingly tight, they're maliciously vicious and nasty. They're full of steep climbs, sudden drops and large gaping gaps that were designed to mangle your car.



And where exactly do you think you're going in that car? And why aren't you wearing a helmet? Still, at least you've got sun, sand and funny trees!



Dodgy looking lot aren't they, Spec-chums? I mean, what's that chap on the end grinning about? And is that a mohican I see before me?

With 12 buggies jostling for position, precise control is essential. Your motor responds well to waggling, but it's up to you to thread a safe route for four furious laps. Slip up and the car is flung off the track in a painless pirouette that eats into your lap time and chances of victory. Playful nudges that encourage other drivers over the edge are perfectly acceptable, but they can do it to you too!

Graphically *Power Drift* is pretty uncompromising, with blocky sprites and occasionally confusing tracks. On the other hand, the racing is excellent and that's where the heart of the game really lies. The main aim of the programmers seems to have been to keep the wheels turning. (So don't be surprised when the soundtrack cuts out half way through a race. It just means life's getting hectic.)

Power Drift captures the high octane spirit of the arcade. You'll need a good eye, good luck and an iron stomach to stay the course of this twisted, 25 track, nightmare. Sunday drivers, caravan towers and milk floats move over – the rules of the road have changed! This alternative Highway Code can found on the inside of the *Power Drift* cassette and all mad drivers, boy racers and speed freaks are recommended to grab a copy! **Trenton.**



COMPILATION

SIX APPEAL

Ubi Soft/£15.99 cass

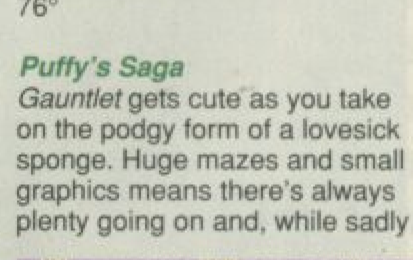
What a witty title, eh Spec-chums? (Cough). Oh well, it's the games that matter. And here they come now.

Pick 'n' Pile

Strain your brain with this match-the-coloured-tiles(whilst-cursing-the-simulated -gravity) puzzle game. The twist is that you can move the tiles to anywhere on the screen – so the inevitable rainbow splash is nobody's fault but your own (heh heh). Nicely presented and with a sadistically large number of levels, this is the kind of game you'll either hate or scream at a lot. I screamed a lot!
76°

Puffy's Saga

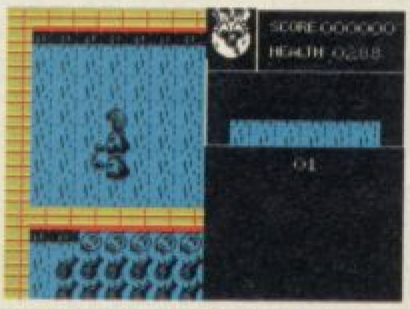
Gauntlet gets cute as you take on the podgy form of a lovesick sponge. Huge mazes and small graphics means there's always plenty going on and, while sadly



This is *Pick 'n' Pile* and it's actually quite exciting. It's rather pretty too, isn't it?

there's no two-player option, solving the levels is great fun. Cute, playable, addictive and, er, cute, *Puffy's Saga* also features the best-ever use of sampled speech (a pity it's incomprehensible).
83°

P47 Thunderbolt
Basically *1943* flipped 180 degrees, this is yet another bland shoot-'em-up. You could play it with your eyes closed. I did. Zzzz.
40°

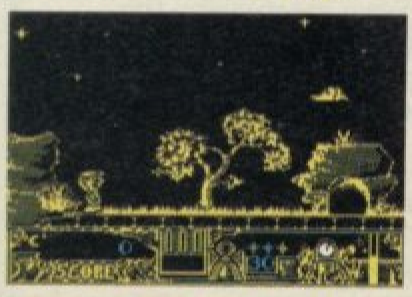


So that's what Puffy looks like. For some reason I thought he'd be a lot fatter. Oh well, at least I know now!

Rick Dangerous
Tougher than tough, Indier than Indy, international sparklie-nabber Richard E Dangerous has been entombed in a South American temple by some irate South Americans. All that stands between him and sticky doom are his wits, his hat and several offensive weapons. As you've probably guessed, this is a platform game, and a feature-packed one at that. The graphics are comically chubby, the snazzy music is a pastiche of adventure serial themes and the puzzles are diabolically sneaky. Alas, the game is almost criminally difficult, meaning most Spec-chums won't get to see the best bits. Which is a real shame.
79°

Satan
A *Black Tiger* rip-off, um, homage that doesn't quite work. Over-complicated graphics and repetitive gameplay conspire against it. Unlikely to set your Speccy alight, unless you accidently fire a magnesium flare into it while playing.
54°





So this is *Twin World*. Makes you wonder exactly what world it's twinned with, doesn't it?

Twin World
Become a pixie in this *Wonderboy*ish platform game. Snappily presented with detailed graphics and nifty sound effects, it's easy to get into and has playability coming out of its little pointy ears. With 23 pixie-packed levels there's loads of long-term interest, and overall it's dandier than Beau Brummel's most fashionable trousers.
90°

With four strong games, this pack is a bit of a barg. Ask for it by name! (Um, on second thoughts don't.) **Jon.**

88°

THREE ALMOST ENGLISH PHRASES

1. "Features of the battle and the place where it takes place." *Satan*

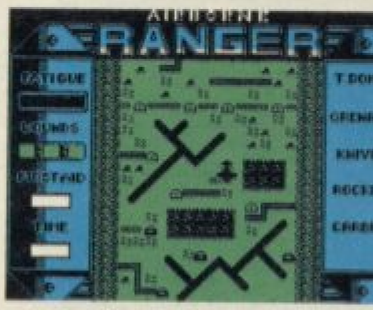
2. "This option is definitely the most powerful in the game. In fact, it makes you insensible to all your enemies." *Puffy's Saga*

3. "The epiglottis of my cousin has been struck by a frisbee." *Twin World* (*Stop lying. Ed*)

Compilation

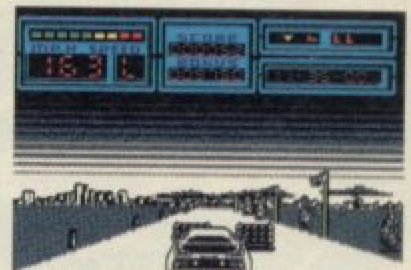
SUPER SIM PACK
US Gold/£16.99 cass
Temporarily flicking over the television previously tuned into my Speccy, I see that Give Us A Clue is on – which gives me a great idea: turn it off immediately, and get on with the review. I can't stand Lionel Blair.

Airborne Ranger
A game of the run-around-shooting-people mould, but quite why it is included on a simulation pack is beyond me. It's not even particularly good – the monochrome graphics are unduly rubbish and it all looks highly dated. Not a good start.
58°



The dud one of the whole pack. The only reason we're showing you this is so you know what to avoid in the future!

International 3D Tennis
Feel free to slap my naked ankles with a stick of wet celery if I'm wrong, but I'm vaguely sure that *3D Tennis* sees the first appearance of vector graphics outside of a shoot-em-up. Both players are animated triangles and the court can be viewed from a number of perspectives. It sounds novel, but in truth it only serves to slow things down and complicates matters. Despite this, it's still a lot better than the majority of its counterparts.
80°



It's mad, it's rad, it's completely blimmin' cray-zee!

Crazy Cars 2
An *Outrun*-style race-'em-up which still looks and plays great. You can actually chose the route you take and what scenery you pass. It's way better than its prequel, and *Outrun* for that matter. Good enough to make up for the severe crapness of *Airborne Ranger*.
88°

Italy 1990
The Speccy has got footie games coming out of its ear port, and although *Italy 90* is pretty good, it's definitely not la creme de la creme. Its main problem is the fact that it becomes a tad confusing. The sprites merge together, and sometimes you can get lost (!) on the pitch. But it's beautifully presented, which is some compensation.
73°

And that is what you get in the (thankfully completely Lionel Blair-free) *Super Sim Pack*. You can't complain really, can you? **Rich.**

73°

EDD THE DUCK
Zeppelin/£3.99
From the duck of the same name comes as slick a clone as I've seen in many a month. Basically it's a beginner's *Rainbow Islands* which, for those of you who were struck unexpectedly by a bookcase and consequently spent six years living in Leighton Buzzard as a commodities broker named Kim, is a supercute vertically-scrolling platform game. Revolving around the bid for superstardom of Wee Beaky himself, the game has you waddling through three BBC departments (Weather, Special Effects and Children's BBC), filching twenty golden trinkets from each.

Ranged against you are mobs of twee baddies, but luckily you've been armed by the Blue Peter team with a weapon ingeniously constructed from a toilet-roll tube, an old bazooka and lashings of sticky-backed plastic.

Gameplay is unsurprisingly *Rainbow Islands*-like. There's many a hop, skip and burbling sob cos it's actually rather hard, in a cunningly-designed sort of way. It's the vertical scrolling, y'see – you never quite know if there's going to be a nasty lurking just above.



Still, it's all time-wastingly playable, with brash and colourful graphics (though disappointingly few sound effects).

You may find it a bit short (only three levels, after all) but it's well worth a look. Quack quack quack. **Jon.**

80°



Here's our Edd in the Weather Department. It's obviously summer, look at all those luvverly sandcastles. Mmm!

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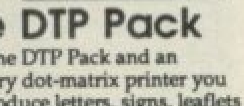
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FUTURE SHOCKS

Seeing as this is a spooksome issue, we've dusted down our witchy crystal ball. Here's what it showed us...



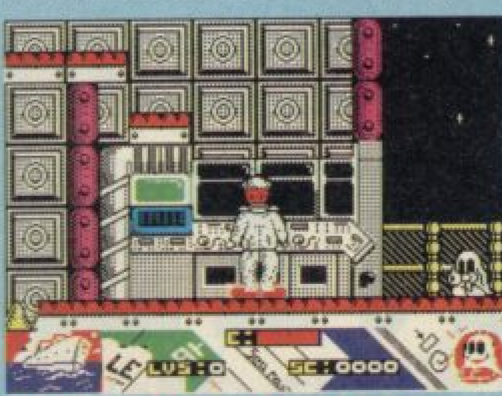
TITANIC BLINKY

Zeppelin

Where were you when the Titanic sank? Hutch was asleep, Maryanne was playing *Sonic The Hedgehog*, Linda B was listening to Velvet Crush, Andy O was street-hawking his way across Bath and James was trying out his radio-controlled iceberg in the Atlantic.

Anyway, a mysterious (and very rich) dude called Arthur J. Hackensack has raised the ship. Cos it was such a terrible accident the ship is populated with tons of ghosts. So who ya gonna call? Blinky, that's who. Whaddya mean you've never heard of him? He's a world famous ghost-extractor (who has just been invented by Zeppelin).

Once Blinky has parachuted in, he's got to wander around the ship zapping ghosts. It all seems a bit hard on the wee ghosties. First sunk, then zapped by a cartoon character type thing. You'd think that they deserve a break!



This Titantic business gives me the willies. Lucky it's only a computer game!

Never mind. At least there are loads of screens, loads of spooky spectres to frazzle and loads of disguises to wear. Y'see, Blinky can't just wander around as he is. He looks far too silly for that. So he's got to disguise himself, but the disguises look just as weird as he does. For example he appears as a smashed egg with arms, legs and boxing gloves. Remind you of anyone we know? He also appears as a cake. Hmm. That shows you just what kind of game we're talking about here. Yes, Spec-chums, it's a very strange game indeed!

Oh, and one other thing. Some of the levels are underwater, which makes things a bit tough. Yep, all in all *Titanic Blinky* looks pretty spanky. Full review next issue.



That's Blinky on the right. But who's that mysterious ghost person?

INTERESTING FACT NO. 178

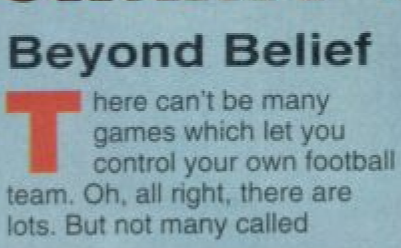
Gordon Bennett, who gave his name to the exclamation "Gordon Bennett!" was a millionnaire who drowned on the Titanic when it sank in 1912. (Gordon Bennett! – Readers voice). Exactly.

JIMMY'S SOCCER MANAGER

Beyond Belief

There can't be many games which let you control your own football team. Oh, all right, there are lots. But not many called *Jimmy's Soccer Manager*. In fact this is the only one. If there is another one, it hasn't got the same name - so it doesn't really count. (*Please get on with it before I shoot you. Ed*)

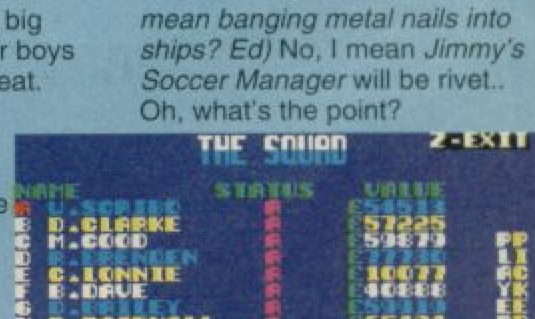
Presumably, you play Jimmy - so change your name by deed poll this instant, young man! You start off with a pretty crap team, somewhere in Division 80 (below even Accrington Stanley). You've got to guide your team to the top by getting the players in peak condition by making sure they go to bed as soon as Top Of The Pops has finished. Yes, you've got to be tough and 'ard to be a manager. You've also got to wear big jewellery and make your boys eat three Shredded Wheat.



£7,000 quid? I'd give my right arm to be paid an eighth of that!

You should sell crap players, buy decent ones, go into the red and disappear to Rio De Janeiro. Sorry, I meant borrow a large amount of money to get the team into shape. You can pay it back when thousands of people come to watch you play, or when you can hammer Liverpool in front of their home crowd.

Rivetting! (*Do you mean banging metal nails into ships? Ed*) No, I mean *Jimmy's Soccer Manager* will be rivet.. Oh, what's the point?



Here's the squad. David Bailey in there I see, but who the blinkin' flip is W Scribo?

NEIGHBOURS

Zeppelin

Goodness me! I thought the fuss about Neighbours would never die down! For ages and ages we were bombarded by Mrs Mangel, Charlene and Bouncer. And pretty darn good it was too. We used to watch it not once but twice a day here in the *YS* Shed.

Anyway, after some serious high-level meetings in the sweltering heat of Australia, Zeppelin have secured the rights to this televisual masterpiece. So what's it about?

Well it seems that the Robinsons and the Ramseys (arguing again) have challenged each other to a race around Erinsborough. Where do you fit in? You play Scott Robinson. (*Who? Ed*) Scott, you know, he used to be played by Jason Donovan!

It's a 3D weird corner-angle-scrolling jobbie, where Scott has to race various other members of the cast around Anson's Corner, Erinsborough High School and Ramsey St.

He's got a skateboard, Mike has got a motorbike (bit unfair, that), Henry's on a lawnmower and Kylie has got a sort of buggy. Oh dear, we're getting silly now!

Getting in the way are people like Mrs Mangel, Bouncer the dog, Helen Daniels (with a load of paintings) and some, er, kangaroos. You have to steer around all these and traffic cones as well. It looks dead tricky, eh?

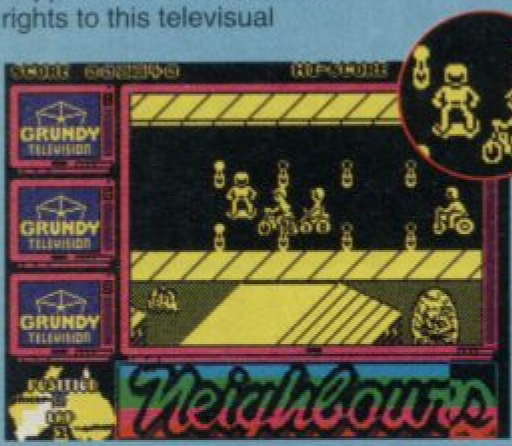
If you keep losing, your popularity with the audience decreases (this is shown by that big Neighbours bar at the bottom of the screen). Get to zero and you're chucked out of the show. Weird, eh?

The strangest thing about *Neighbours*, the game, is that nearly all the people who are in it have left the show (obviously they're crap at the game). Spooky, eh? Perhaps being in a Zeppelin game went straight to their heads and they've all gone off to make crap records about it.

Anyway, watch out for a review next ish. We're hoping to get Harold and Madge in to play it, but if they're busy it might have to be Kylie and Dannii or Markie Mark or someone else from the show. (Or Smash Hits!) All together now, "Neighbours, everybody needs crap Neighbours..."



Wah-hey, it's Mikie on his bikey. He'd better take a care, if he falls off he ould get a nasty bump! That looks a bit like Mrs Mangel in the foreground, hasn't anybody ever told her not to walk in the road?



What on earth are they doing? And where's our fluffy pal, Bouncer? Tune in next week to find out!

NEXT MONTH in Your Sinclair

♫ Ding-dong, merrily on high...♫
All the regulars are coming round for a bit of turkey! There's Spec Tec, Letters, Adventures and oodles more!

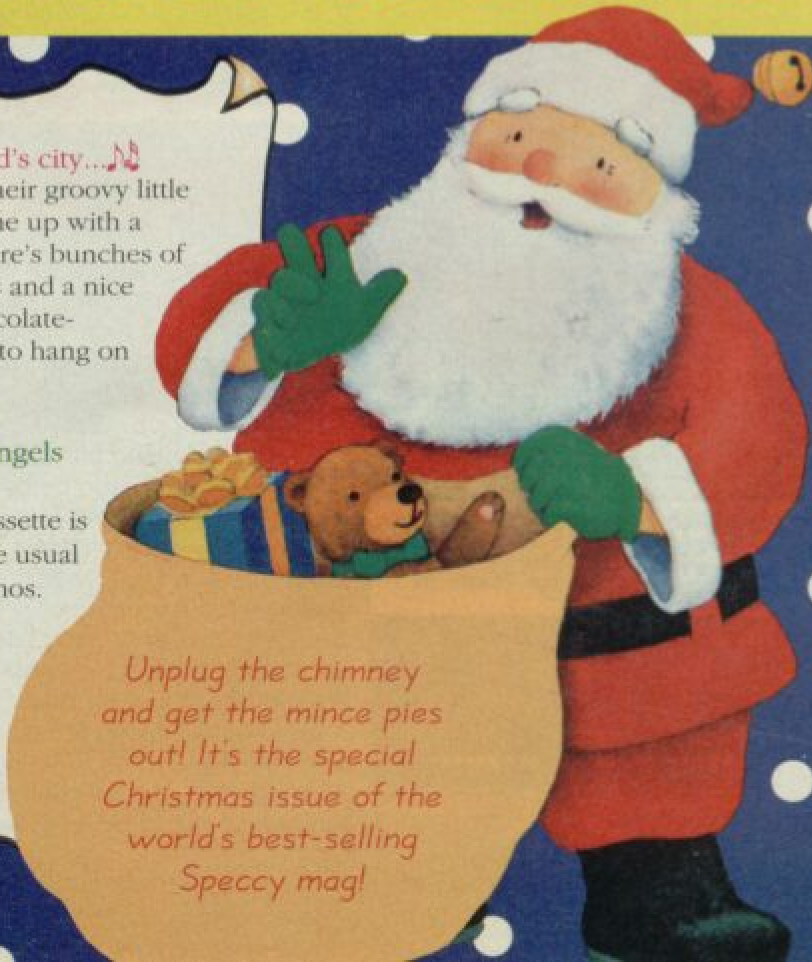
♫ O, come all ye faithful...♫
Exclusive! *YS* speaks to Father Christmas and the Pico family. Plus! Learn how to make your very own crap Christmas pressies!

♫ Jingle bells, jingle bells...♫
Last, but definitely not least, there's a super, secret cover-mounted gift. Happy Christmas!

♫ Once in royal David's city...♫
The jugglers have put their groovy little heads together and come up with a stonker of an issue! There's bunches of holly-festooned reviews and a nice little clump of milk chocolate-covered Megapreviews to hang on the tree!

♫ Hark, the Herald angels sing...♫
Our Chrimble cover-cassette is overflowing with all the usual POKEs, games and demos. Hurrah!

The January issue of Your Sinclair will be all nicely gift-wrapped under the tree at a newsagent near you on the 5th of December 1991.




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